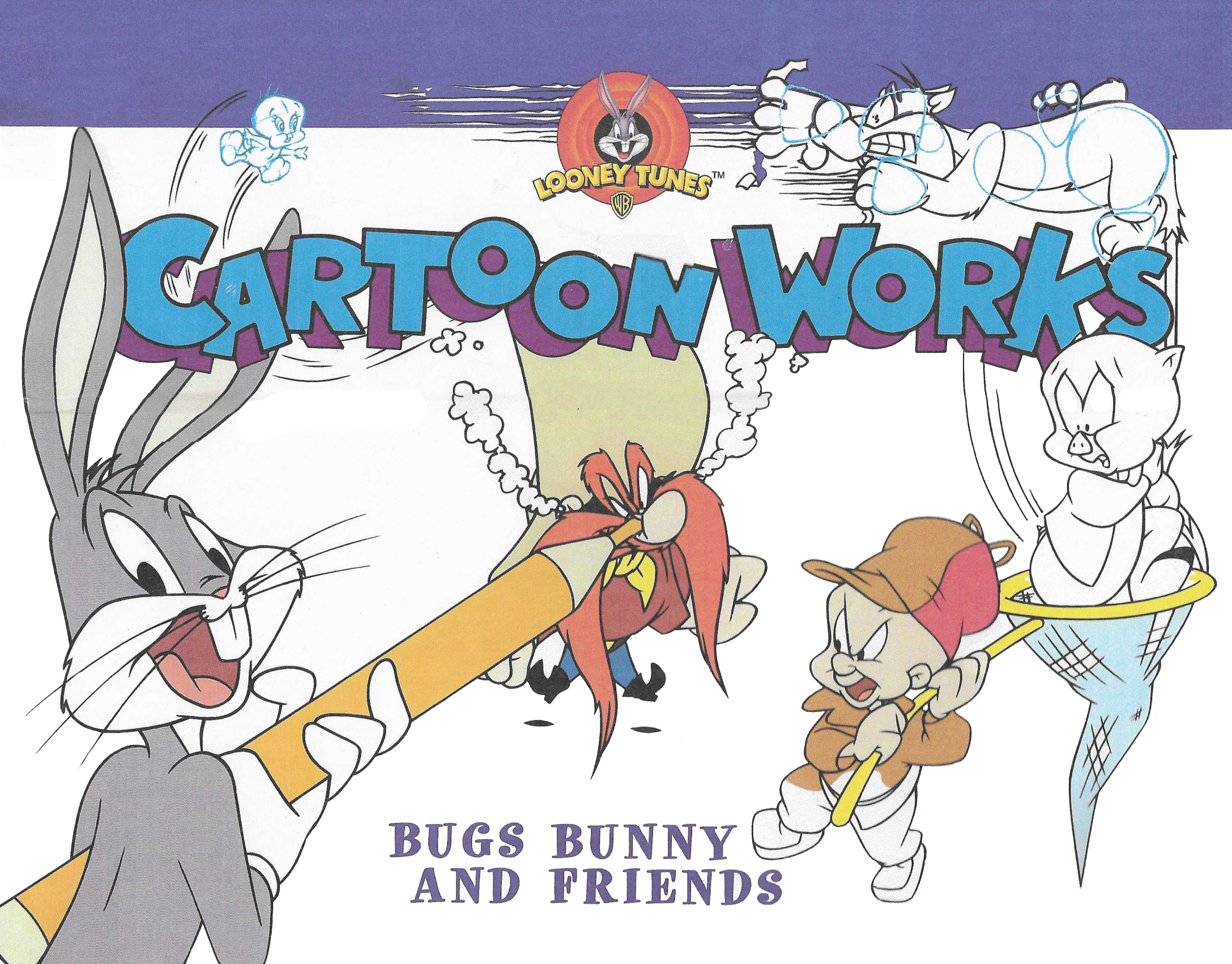
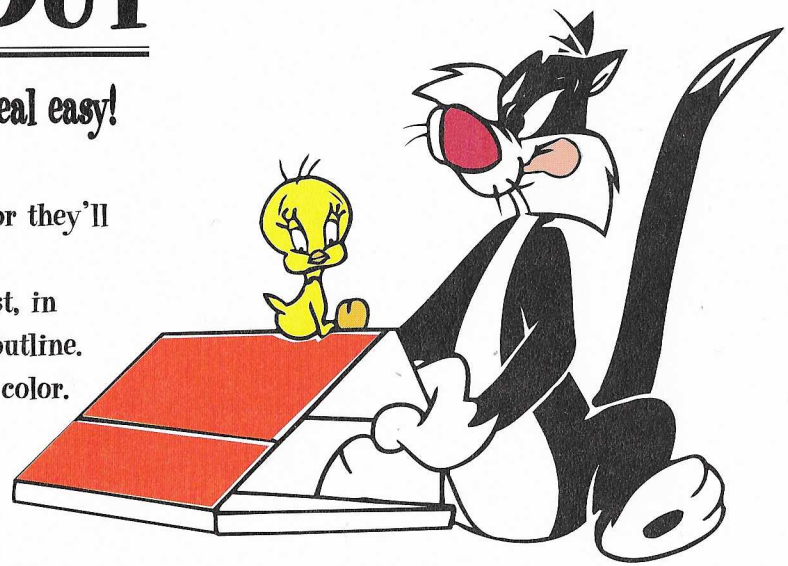

LOONEY TUNES™
CARTOON WORKS
BUGS BUNNY
AND FRIENDS

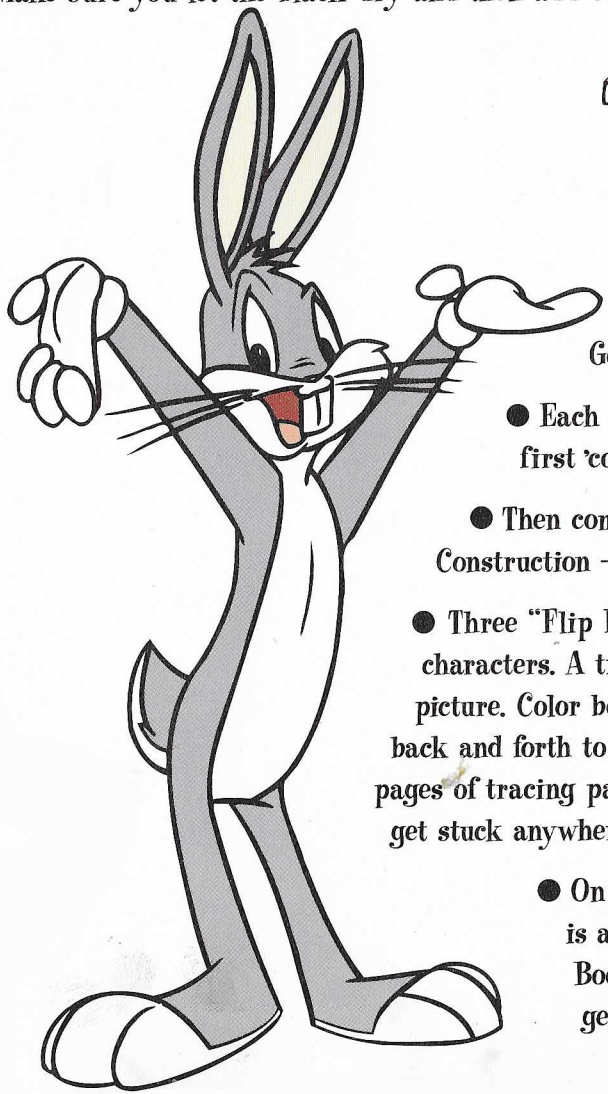
STARTING OUT

Cartoon Works makes learning to draw real easy!

Don't forget:

- Always put the tops back on your felt-tips or they'll dry out and won't work!
- When you start to draw, do it in pencil first, in case you make a mistake, then add the black outline. Make sure you let the black dry and then add color.

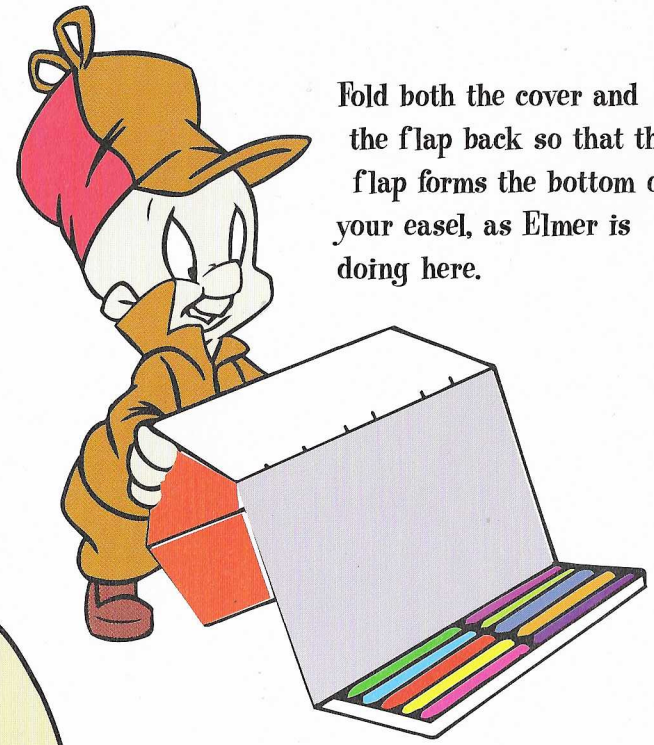




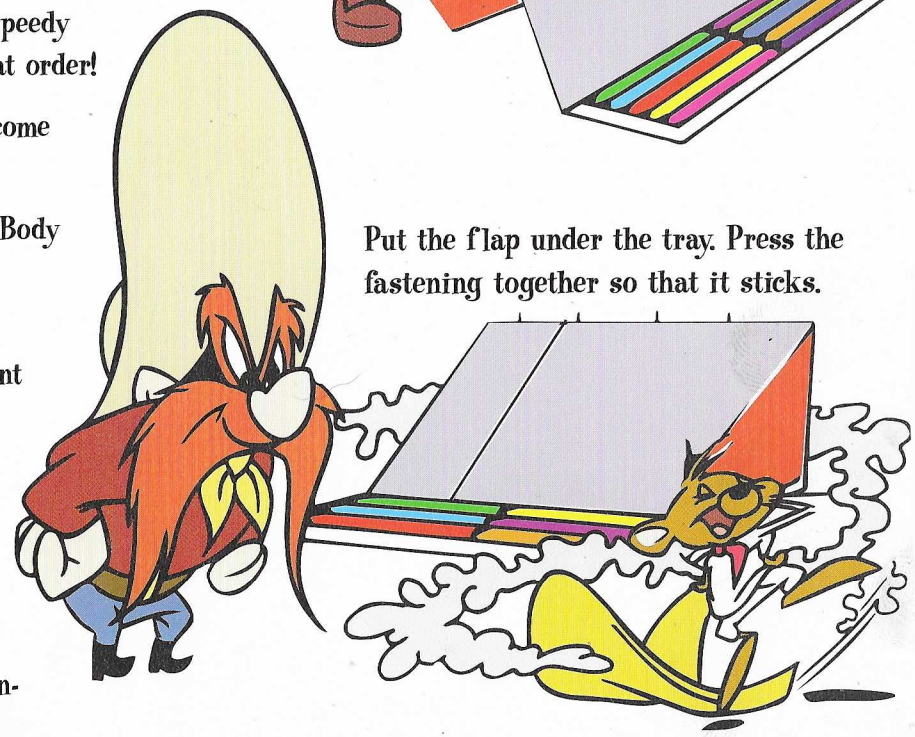
In this book:

- We teach you to draw Bugs Bunny, Elmer Fudd, Sylvester, Tweety, Yosemite Sam, Speedy Gonzales, Porky Pig, and Pepe Le Pew – in that order!
- Each character has its own section. Expressions come first 'cos they're the easiest!
- Then comes the Head Construction page, followed by Body Construction – that's the tricky one.
- Three "Flip Fun" pages show a scene featuring two characters. A tracing paper overlay shows a slightly different picture. Color both the pictures and roll the tracing paper back and forth to action a movement. There are three more pages of tracing paper at the back of the book in case you get stuck anywhere, anytime!
- On the corners of each left-hand panel, there is a little picture. This is your very own Flip Book. Hold the pages between thumb and forefinger and flip away to see animation at its best!

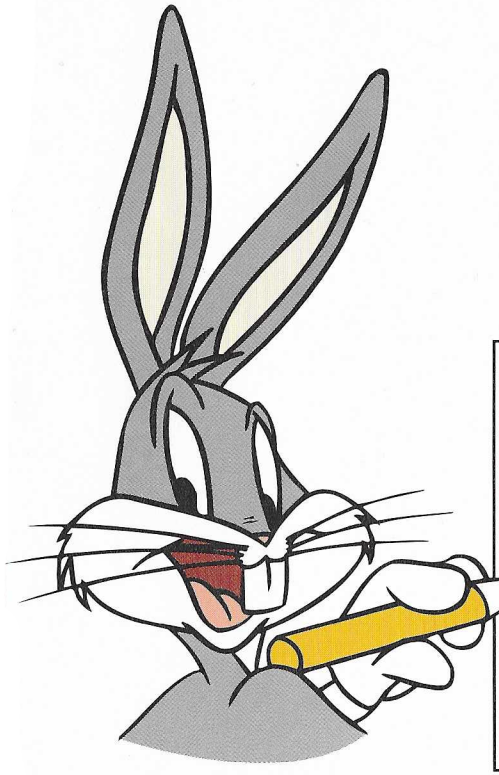
Here's what you do: Lift up the cover and fold out the inside flap.



Fold both the cover and the flap back so that the flap forms the bottom of your easel, as Elmer is doing here.



Put the flap under the tray. Press the fastening together so that it sticks.



WHAT DO I DO?

On all the pages, you will find blue and black lines. Here's a picture of Elmer to demonstrate.

The "sketchy" blue lines are the lines that the artist starts off with for guides.

They are done with a special light-blue pencil that won't show up when a camera "shoots" the animation images. The artist starts with oval shapes and bases the drawing on those. When happy with it, the artist will draw the actual character-defining lines in black.

So, imagine you are that Warner Bros. artist! Draw in the defining lines where shown and then do your coloring! Simple!

Now, a word about coloring...

COLORING TECHNIQUES

Look at all the different effects you can create with just twelve pens!

SOLID COLOR
Also known as flat color, this is the technique used for most cartoon characters.

HATCHING
You can create different shades of the same color by diagonal shading and cross-hatching.

SHAPING WITH SHADING
Cross-hatching helps you to show the shape and solidity of objects and characters.

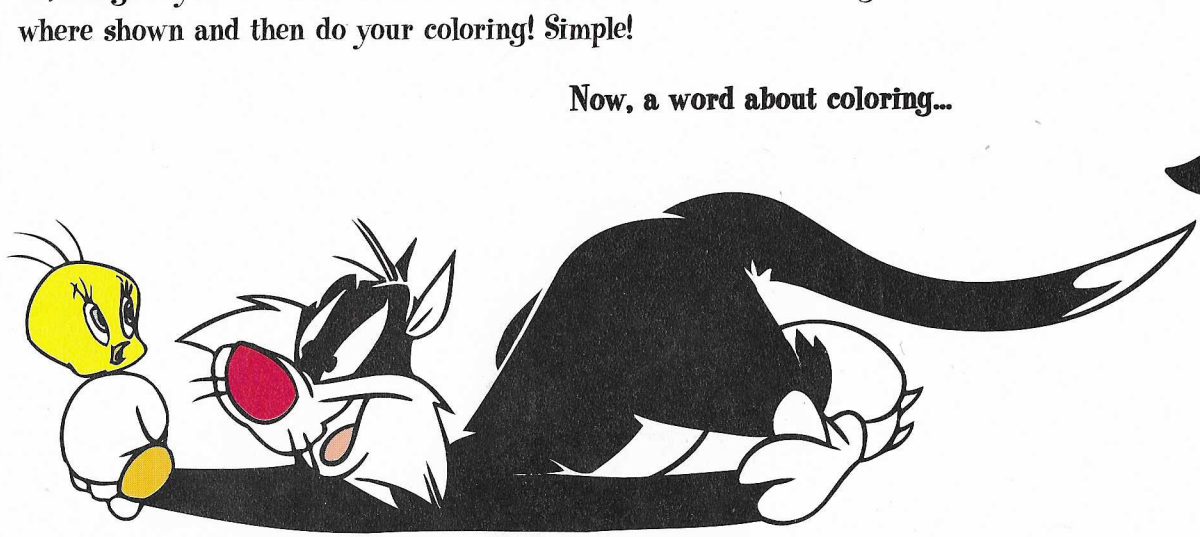
LOOSE COLOR
You can also try using your felt-tips in a looser way and not color right up to the line.

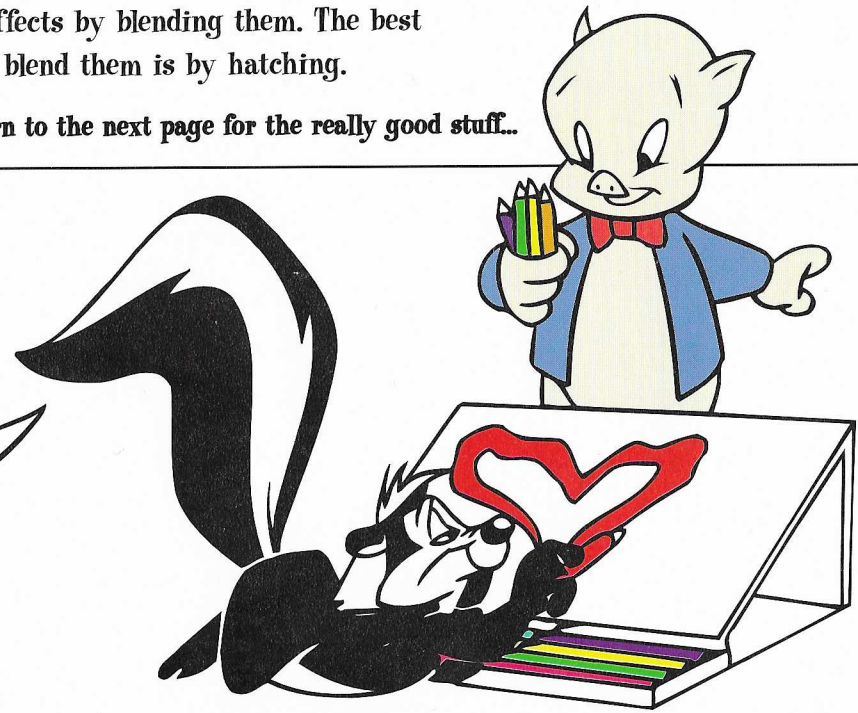
GRADUATION
Use this on your backgrounds to show distances and slopes.

Black | Dark Blue | Blue | Green | Burgundy | Brown | Red | Orange | Yellow | Flesh | Beige | Gray

See how you can achieve these different color effects by blending them. The best way to blend them is by hatching.

Now turn to the next page for the really good stuff...

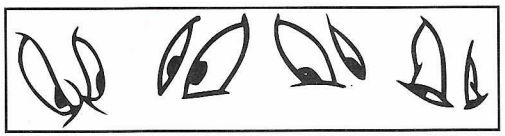




Bugs Bunny

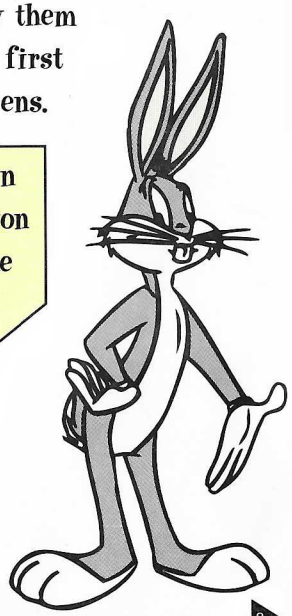
First of all, we're going to take a look at Bugs Bunny's famous expressions.

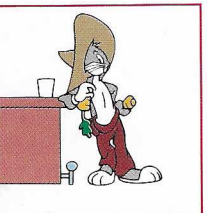
The most expressive part of any character's face is the eyes. Pupils, lids, and eye shape all change with the rest of the face.

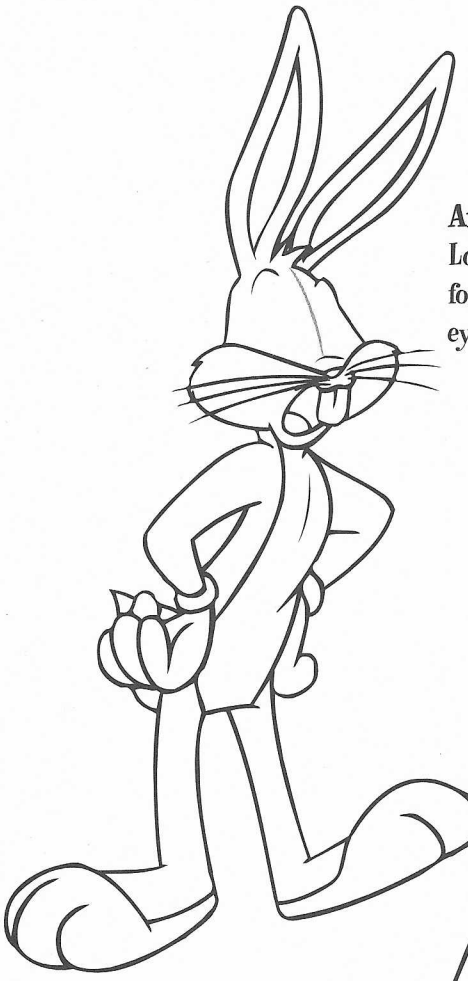


Find the eyes that match the expressions on the right, then draw them in. Use a pencil first and then your pens.

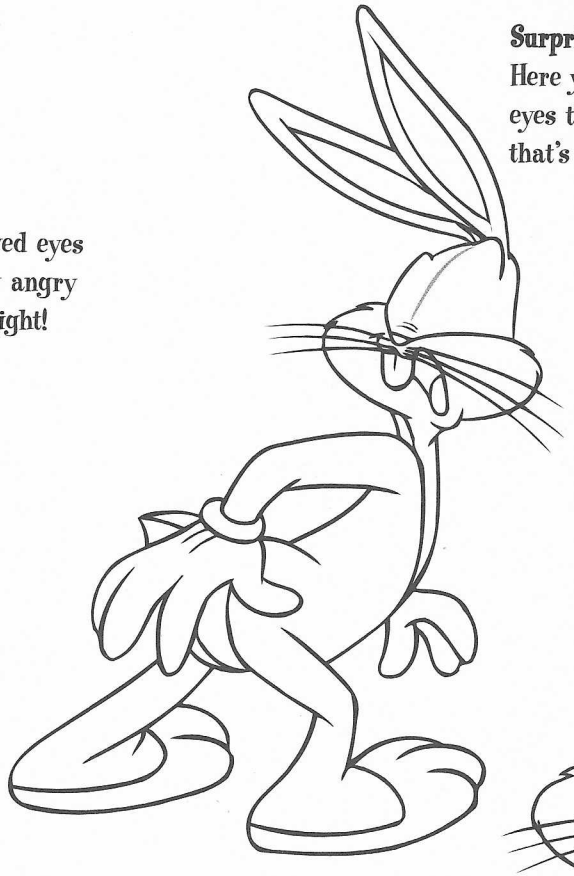
Create your own piece of animation by flipping the panels, back to front!







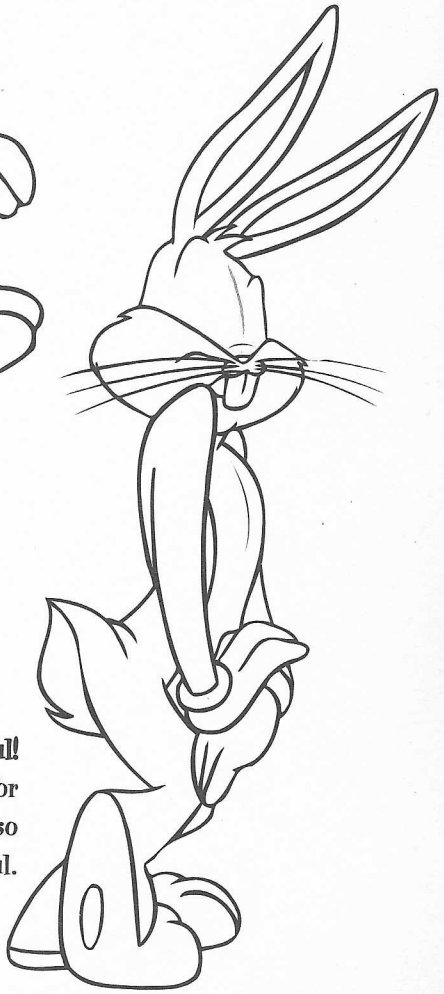
Angry!
Look for the narrowed eyes for this pose. Really angry eyes can screw up tight!



Surprised!
Here you'll need to find some eyes that have floating pupils – that's the black bit of the eye!

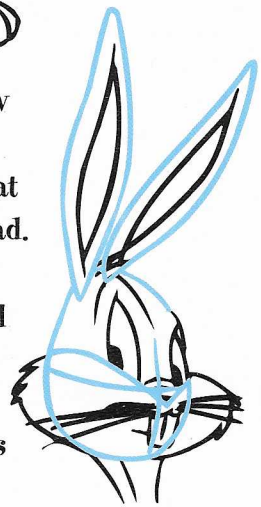
Happy!
Happy eyes are often bright and open, but they can also close up, especially if a character is laughing.

Bashful!
Lowered eyelids are often used for a tired look, but they can also make a character look bashful.



What's up, Doc?

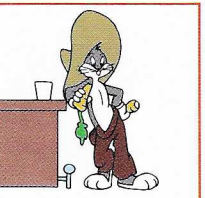
How would you like to try drawing Bugs's head? Just take it slowly and it'll be easy as carrot pie!



These lines show the different-shaped parts that make up the head. The basic head is a pretty small oval, but then each cheek is almost as big as the head itself.

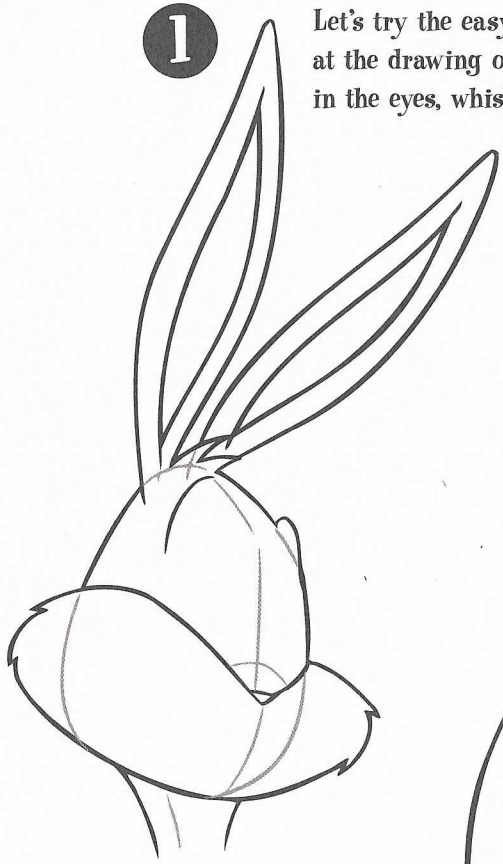
Now try drawing in the missing head parts on the page opposite, doing a little more each time.

When you've finished, color your work using the color image of Bugs on the previous page.



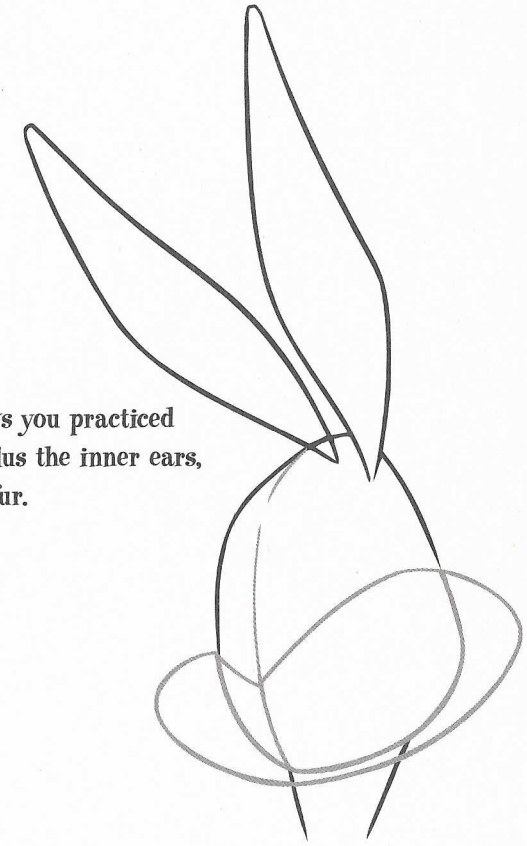
1

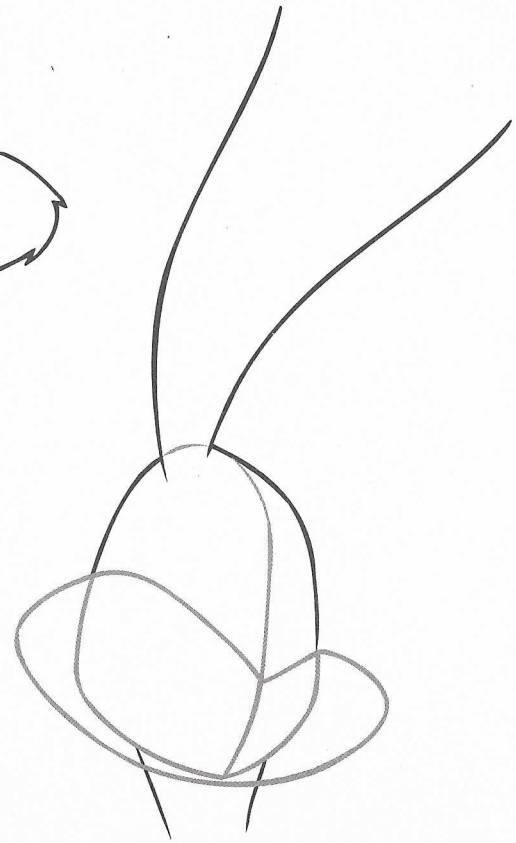
Let's try the easy stuff first. Look carefully at the drawing on the left panel, then draw in the eyes, whiskers, mouth, and teeth.



2

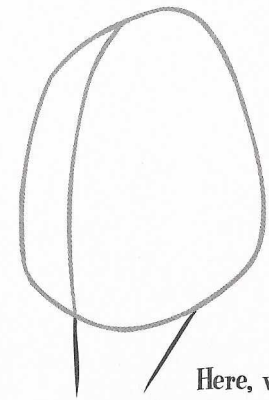
Now, add all the things you practiced in the first picture, plus the inner ears, hair, nose, and neck fur.





3

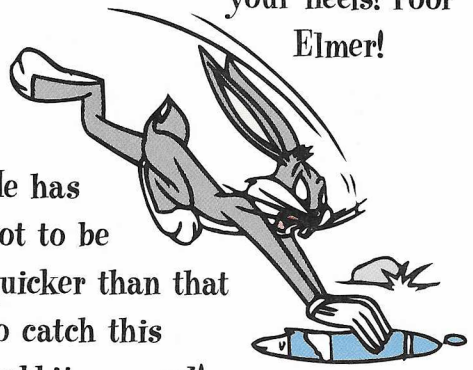
Now, to add a bit more detail! Look carefully at the drawing on the panel and copy away!



4

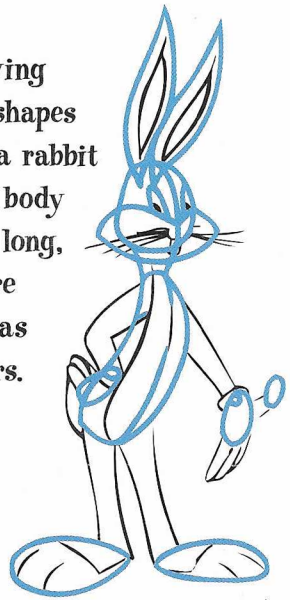
Here, we've left just the basic head and it's up to you to draw in the rest! When your black pen is dry, add in the color. Don't smudge it!

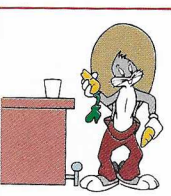
Watch out Bugs, Elmer is hot on your heels! Poor Elmer!

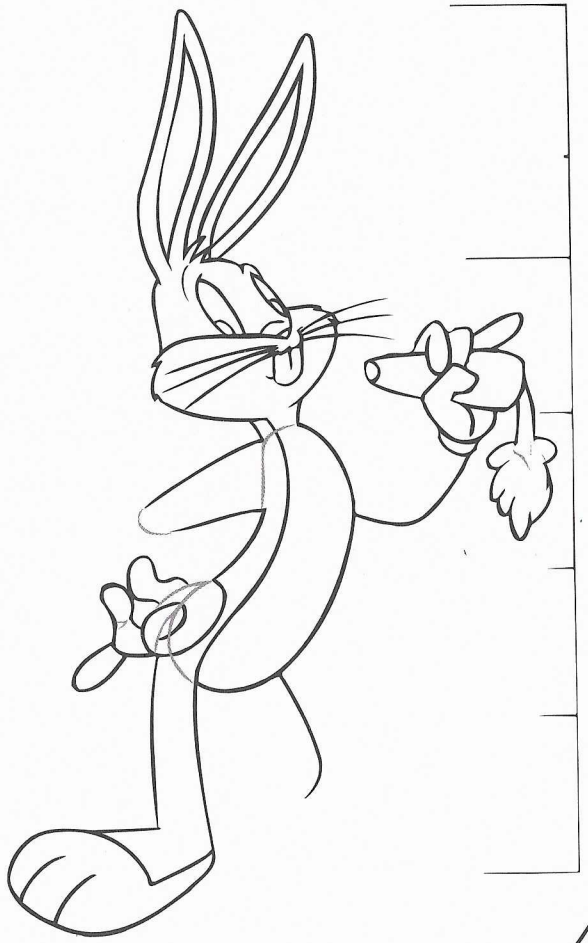


He has got to be quicker than that to catch this wabbity wascal!

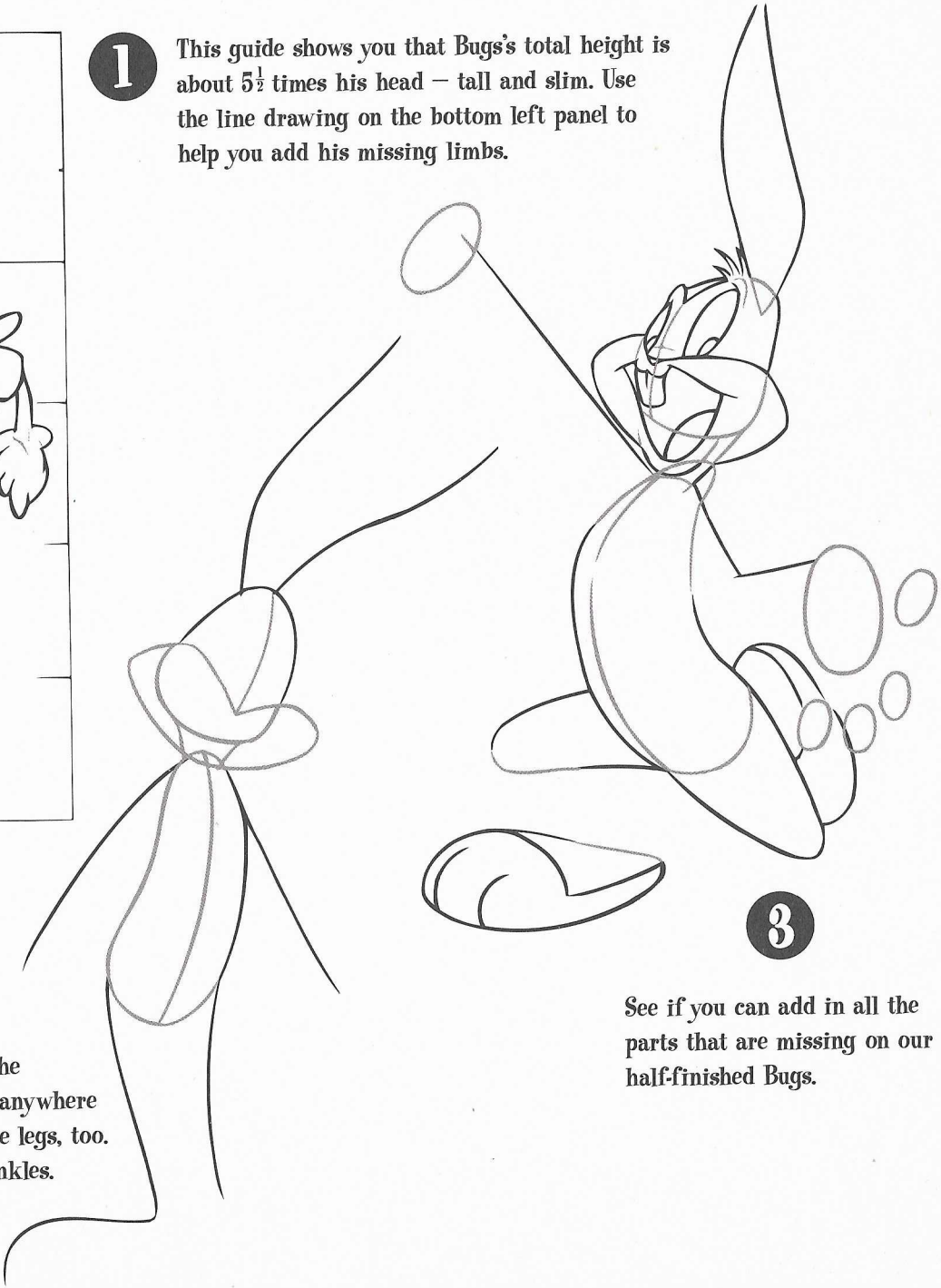
This line drawing shows all the shapes that make up a rabbit like Bugs: the body and limbs are long, and the feet are almost as big as the famous ears.







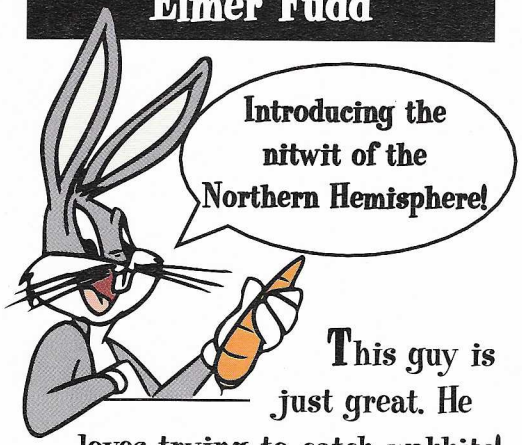
1 This guide shows you that Bugs's total height is about $5\frac{1}{2}$ times his head – tall and slim. Use the line drawing on the bottom left panel to help you add his missing limbs.



2 Remember to draw in the gloves – he never goes anywhere without them! Check the legs, too. They're widest at the ankles.

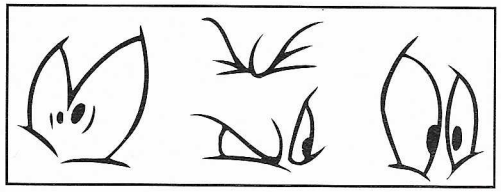
3 See if you can add in all the parts that are missing on our half-finished Bugs.

Elmer Fudd

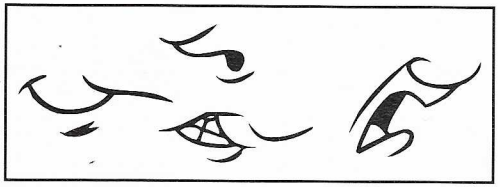


This guy is just great. He loves trying to catch wabbits!

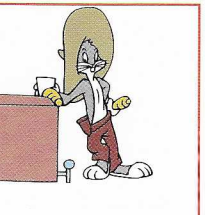
Let's take a look at what Elmer's eyes do in different poses.



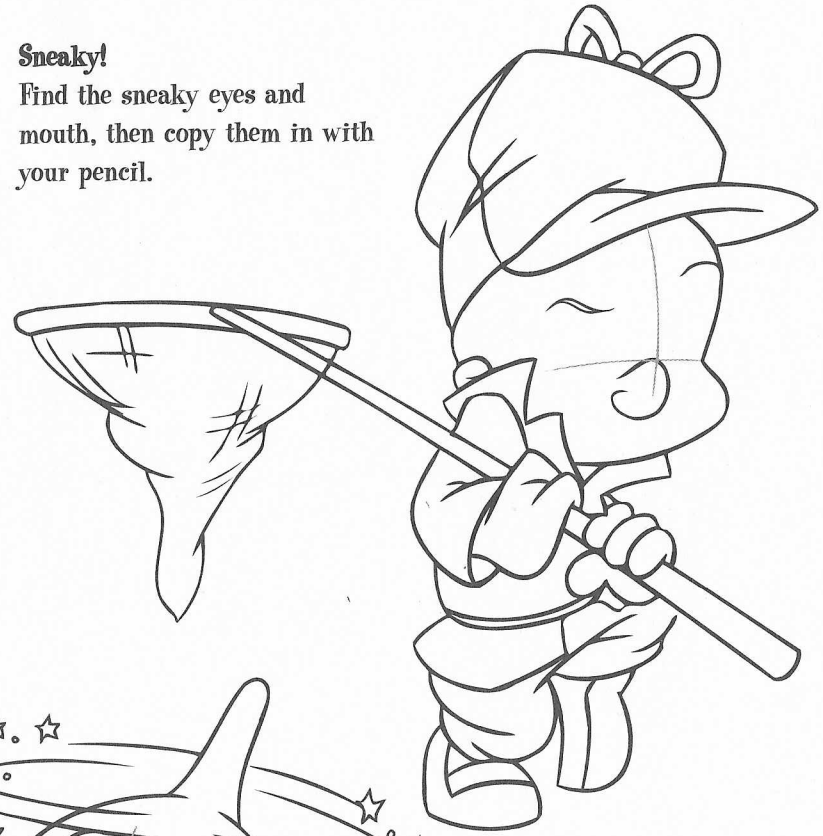
Also, look at how Elmer's mouth changes with each expression.



See if you can pick out the correct eyes and mouths for the expressions opposite. Then, color!

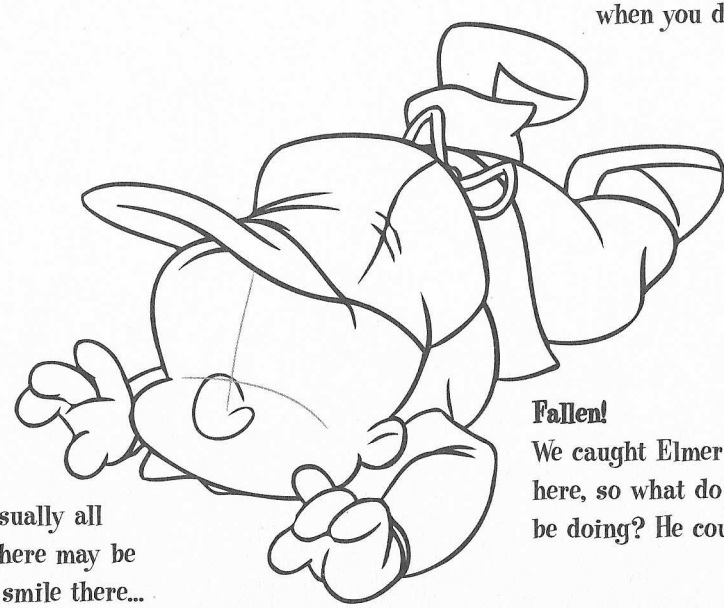


Sneaky!
Find the sneaky eyes and mouth, then copy them in with your pencil.

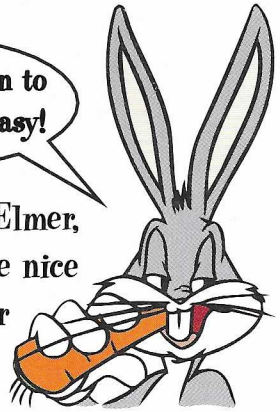


Dizzy!
Dizzy eyes are usually all over the place! There may be a little delirious smile there...

Fright!
Which eyes do you think look scared? A frightened person is also often yelling, so think about that when you draw the mouth.

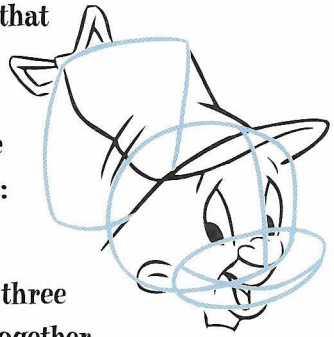


Fallen!
We caught Elmer on the point of impact here, so what do you think his eyes will be doing? He could be gasping, too!

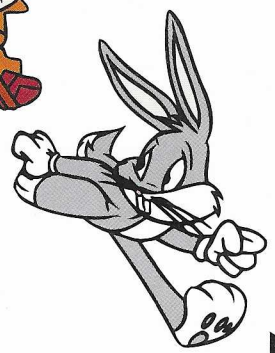


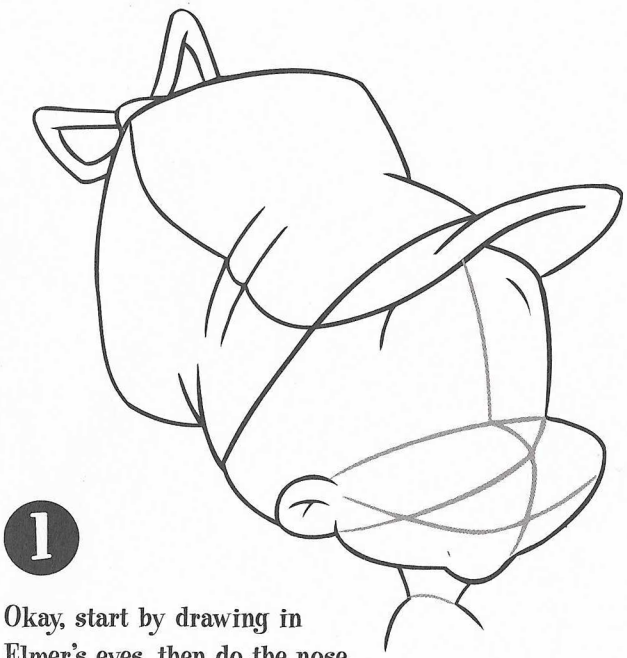
Hey! C'mon, Elmer, sit still for the nice reader! No fair moving!

If you look at the drawing here, you'll see that the basic head and cheeks are both ovals:



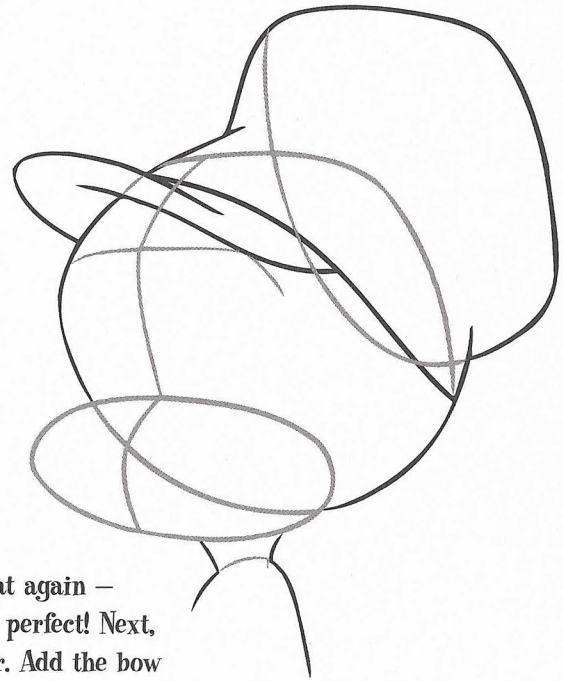
There are three ovals all together, if you count that huge hunting hat! Use the drawing to help you fill in the missing parts on the page opposite.





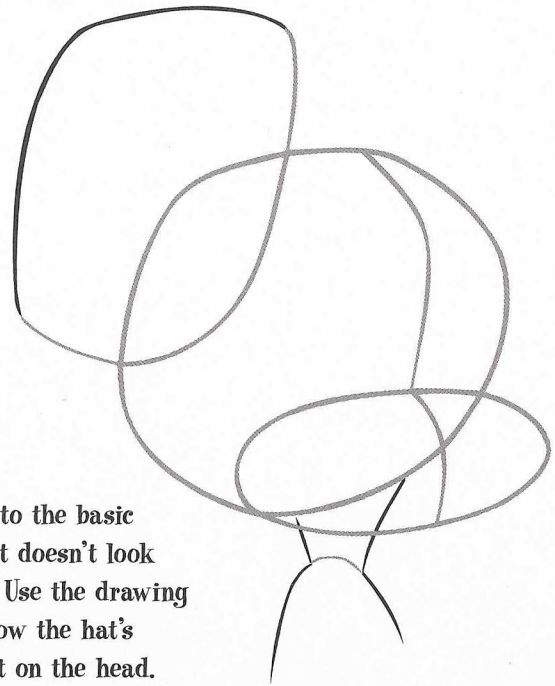
1

Okay, start by drawing in Elmer's eyes, then do the nose and mouth.



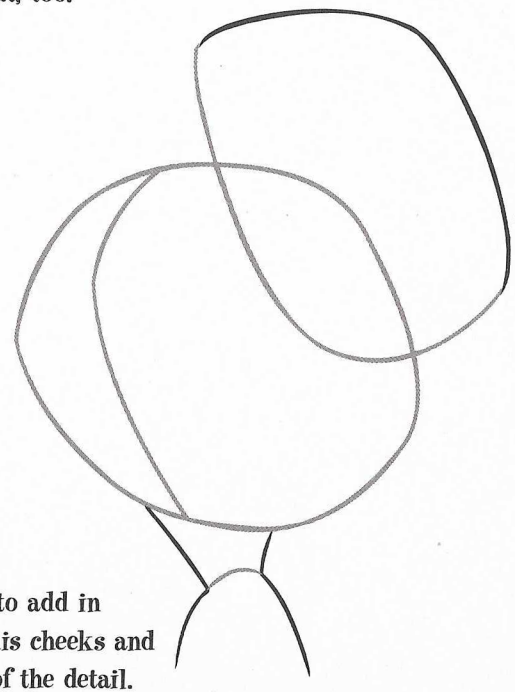
2

Let's try all that again – practice makes perfect! Next, draw in the ear. Add the bow on the hunting hat, too.



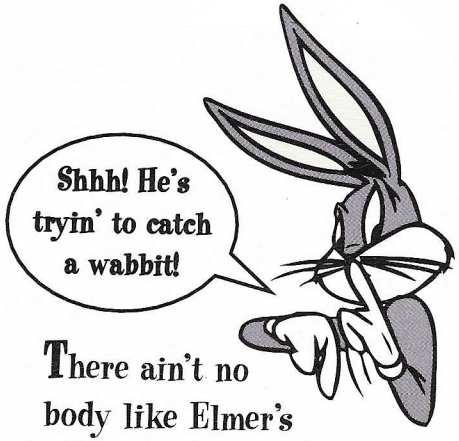
3

Now we're down to the basic head shapes, so it doesn't look much like Elmer! Use the drawing above to check how the hat's base and peak sit on the head.

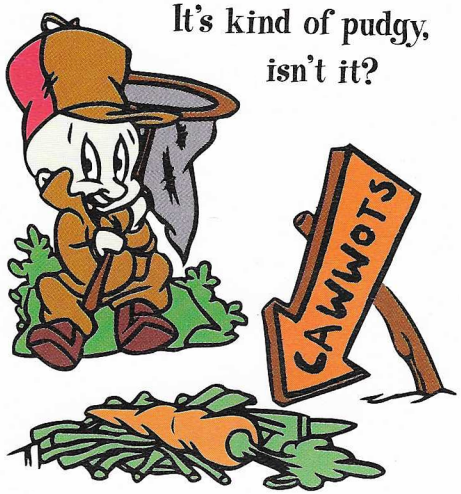


4

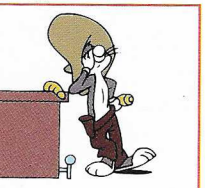
Here, you'll need to add in Elmer's oval for his cheeks and then all the rest of the detail.



There ain't no body like Elmer's body! Let's take a closer look. It's kind of pudgy, isn't it?



Draw in the body shapes first, then draw in the clothes. When you're ready, look back to check Elmer's colors.



1

First of all, look at Elmer's height – he's about $2\frac{1}{2}$ heads high. On this picture, you need to add a leg.

2

Draw in Elmer's limbs and then add the clothes. When you draw in his back arm, you only need to draw the lower part, as the upper part is hidden behind his chest. Finish by adding the back leg.

3

Here's a "Yikes!" pose! Draw in the eyes first, then the hat. Fill in the basic body shape. It's squashed up a little now because the legs are drawn up. Finish the right leg, and he's ready for dressing!

4

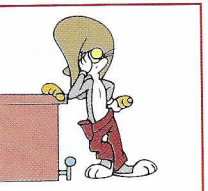
Start at the top with your most practiced drawing skills. His arms are stretched out to the side. Now finish the legs – he's doing a little jig here!

Flip Fun

Okay, here's a whole scene for you to practice what you learned so far. First, though, compare the two pictures here.

Look at the tracing paper image first. Bugs is looking cool: relaxed ears, easy eyelids, slightly raised eyebrow. Elmer, though, is getting all psyched-up: look at his hunched-up shoulders and frowning eyebrows.

Now look at the bottom picture. Can you see the difference in the poses? Flip the top picture back and forth and you have your own little piece of animation!



With your felt-tips, why don't you color in both of the scenes?

Flip Fun

Okay, here's a whole scene for you to practice what you learned so far. First, though, compare the two pictures here.

Look at the tracing paper image first. Bugs is looking cool: relaxed ears, easy eyelids, slightly raised eyebrow. Elmer, though, is getting all psyched-up: look at his hunched-up shoulders and frowning eyebrows.

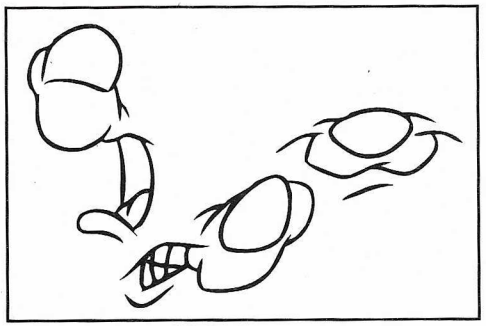
Now look at the bottom picture. Can you see the difference in the poses? Flip the top picture back and forth and you have your own little piece of animation!

With your felt-tips, why don't you color in both of the scenes?

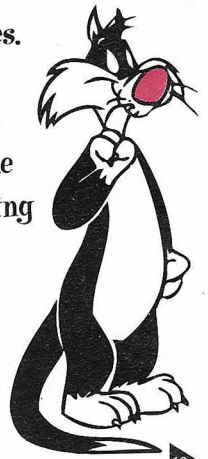
Sylvester

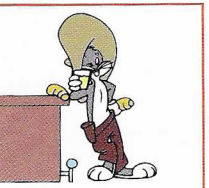
Yeah! You did see a puddy tat!

If you have a pet of your own, then lock it away if this out-of-control feline ever comes to stay!

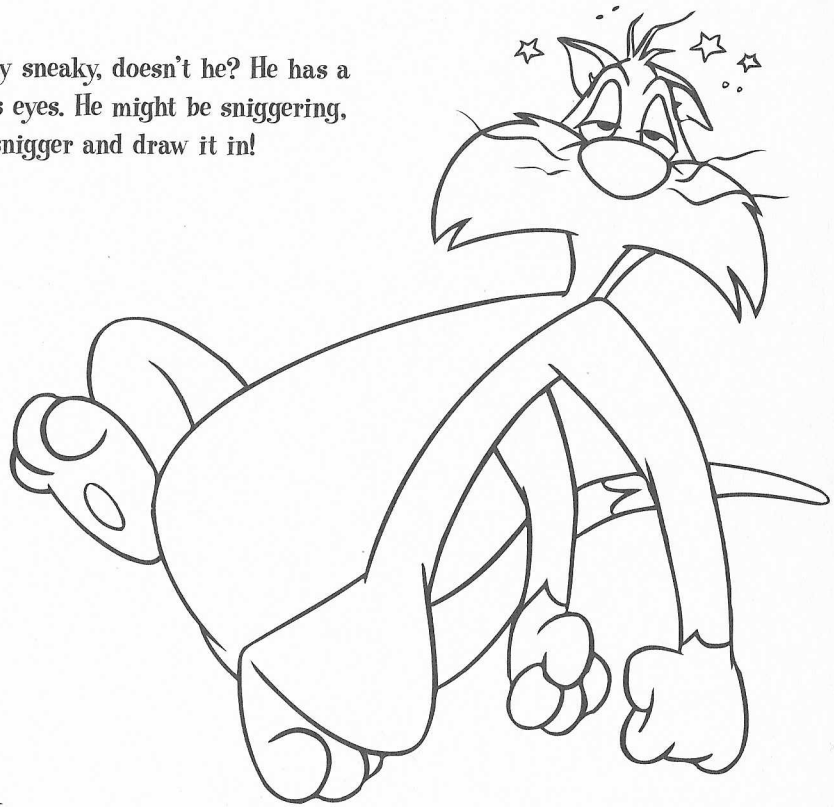


Here are three different mouth shapes. Once you've decided which mouth matches each expression on the opposite page, get going with your pencil!



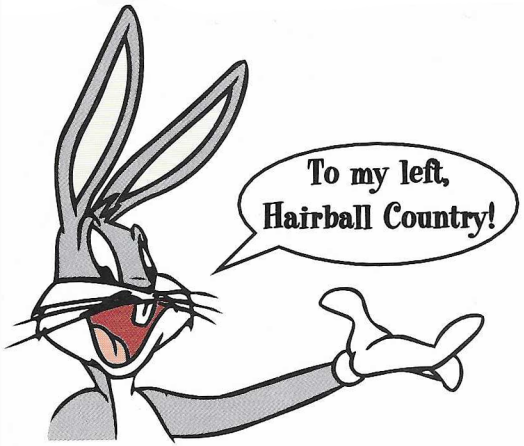


Sneaky!
He looks pretty sneaky, doesn't he? He has a sly look in his eyes. He might be sniggering, too. Find the snigger and draw it in!



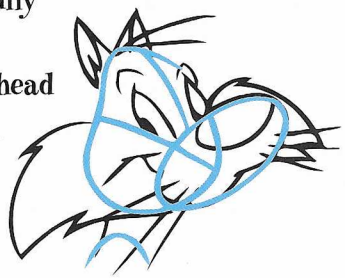
Dizzy!
Looks like Tweety just got his own back! How do you think Sylvester's mouth would look in this pose?

Shocked!
If you slipped over, you'd gasp, wouldn't you? Copy one of the mouths to complete the picture.

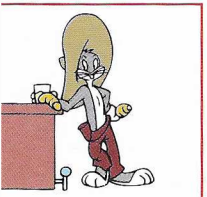


The thing that stands out about Sylvester is his big, red nose – it's a bit like a clown's!

Look carefully at the way Sylvester's head is made up. There's a lot to look at.

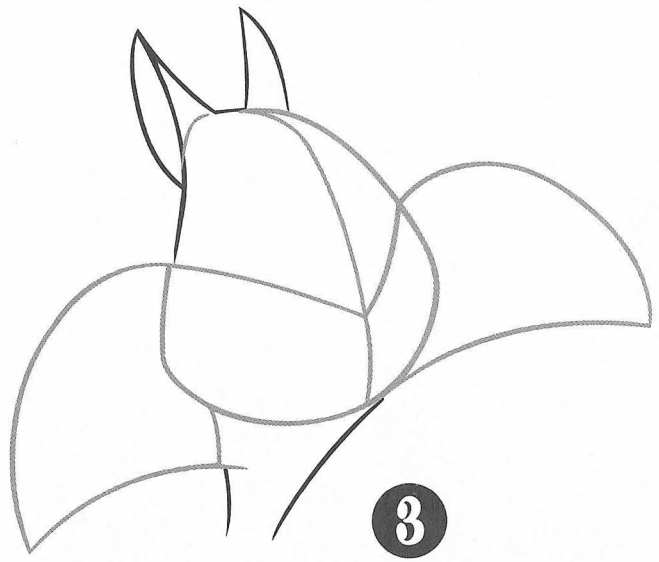


Now try filling in the missing parts on the page opposite. Don't forget to look back at the previous page when you are ready to color.



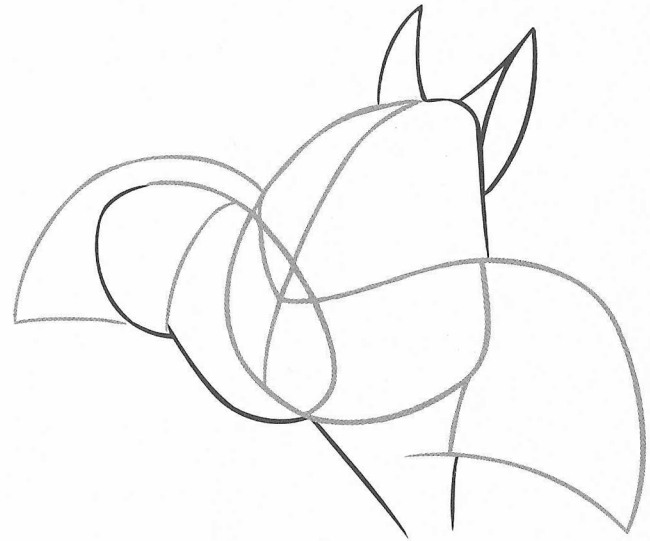
1

Let's start by adding the nose, eyes, and whiskers. His whiskers are long, like Bugs's, so don't go cutting them short!



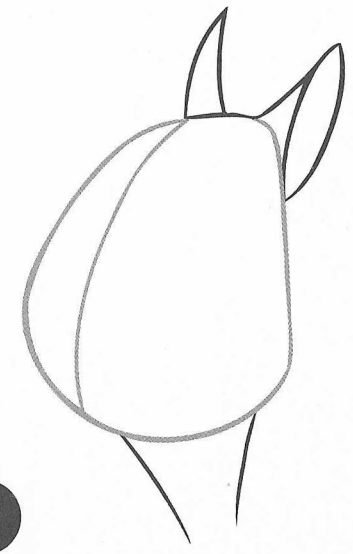
3

This part is a little more difficult. The basic head shape and cheeks are already done.



2

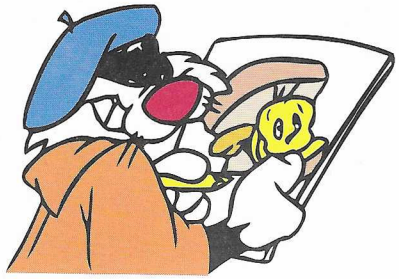
Okay? Now add all the parts from the first picture, then draw in the mouth, hair, eyebrows, cheek fur, and neck line.



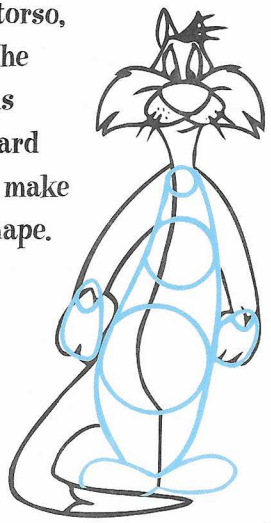
4

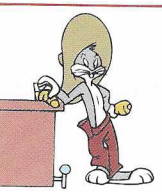
Time to practice everything you learned so far! Put in the cheeks first, then the snout, then the other features.

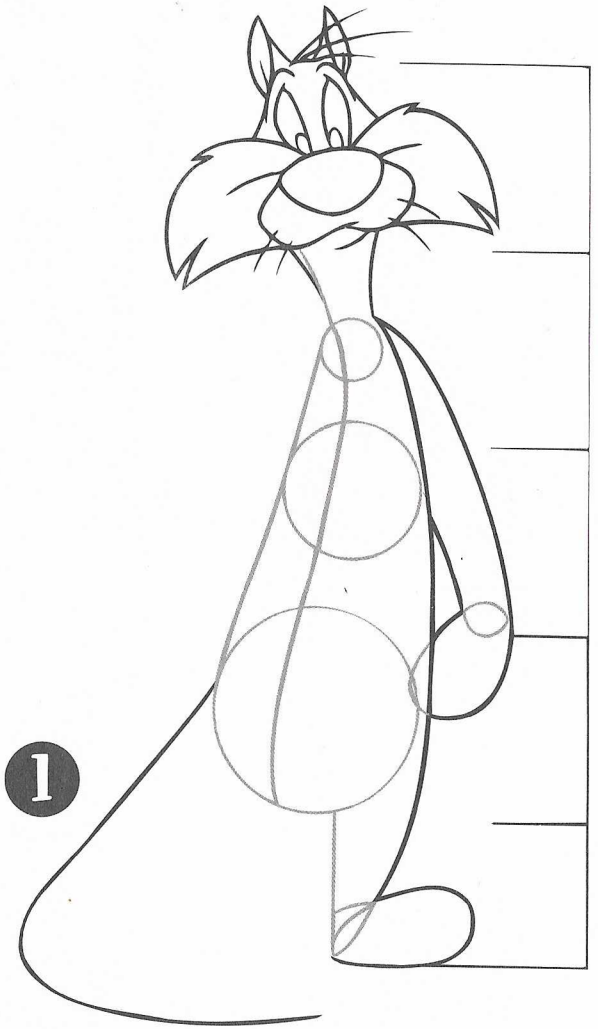
Now try drawing Sylvester's body. See if you can do a better job than Bugs!



This picture shows how Sylvester's whole body is made up. The blue circles show how the main part of the body, the torso, is narrow at the top and widens gradually toward the bottom to make a long pear shape.





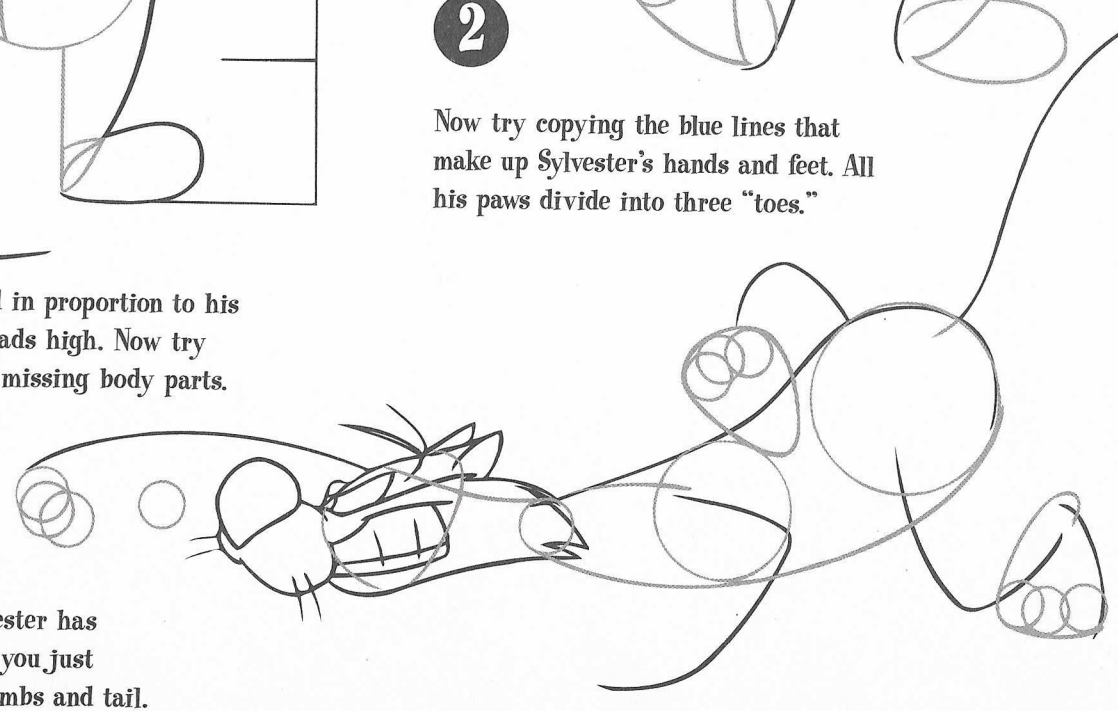


1

Look at Sylvester's head in proportion to his height. He's about $4\frac{1}{2}$ heads high. Now try drawing in some of his missing body parts.

2

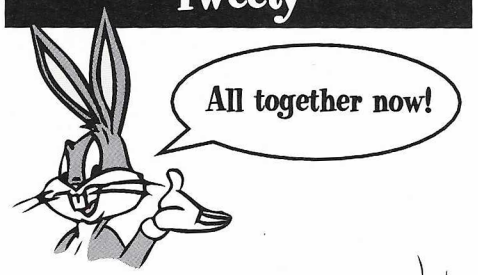
Now try copying the blue lines that make up Sylvester's hands and feet. All his paws divide into three "toes."

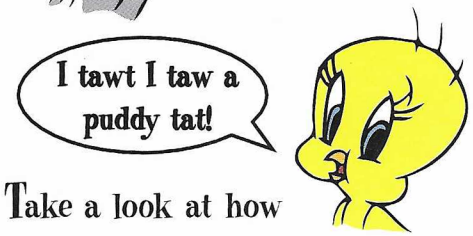


3

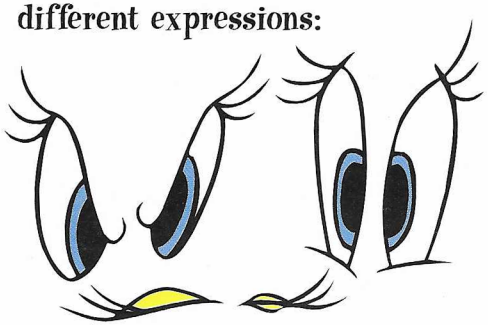
Uh-oh! Guess who Sylvester has spotted! Practice what you just learned to finish the limbs and tail.

Tweety

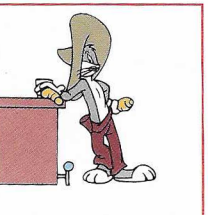




Take a look at how those big, blue eyes change for different expressions:

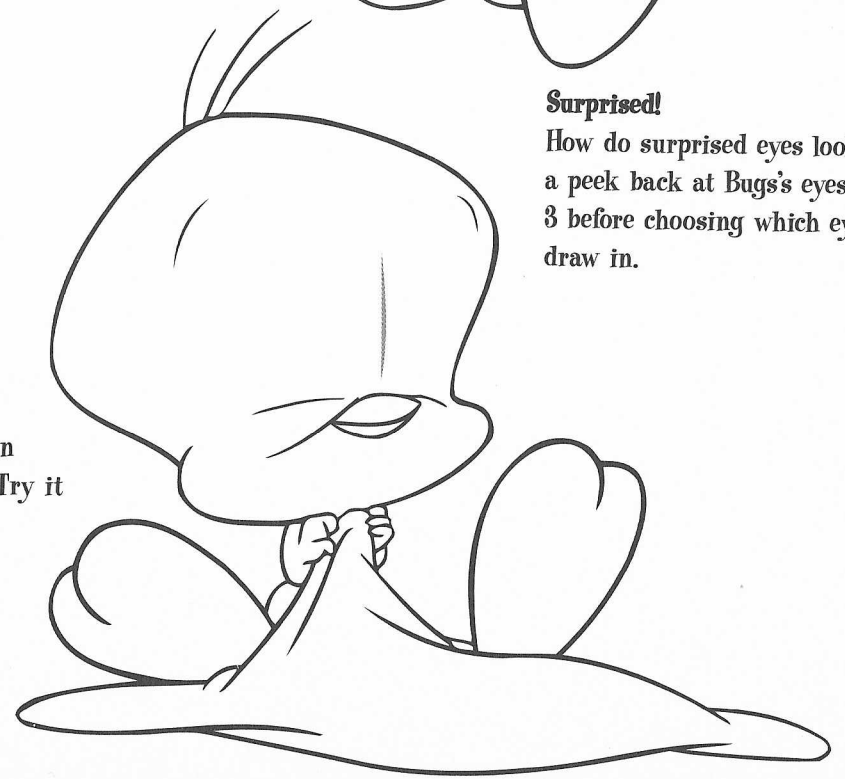


See if you can complete the pictures opposite to make Tweety look surprised, angry, and happy. Don't forget to let your black dry before you add Tweety's famous bright yellow plumage!

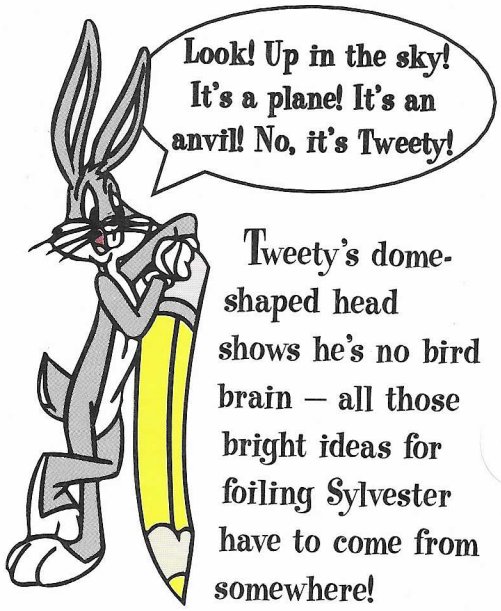


Angry!
Tweety isn't too happy here. Anger narrows the open eye shape. Draw in the eyes you think match the pose.

Surprised!
How do surprised eyes look? Take a peek back at Bugs's eyes on page 3 before choosing which eyes to draw in.

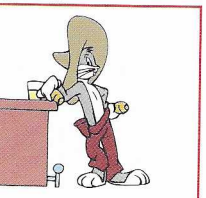


Happy!
What do you do with your eyes when you're dreaming about something? Try it and see!



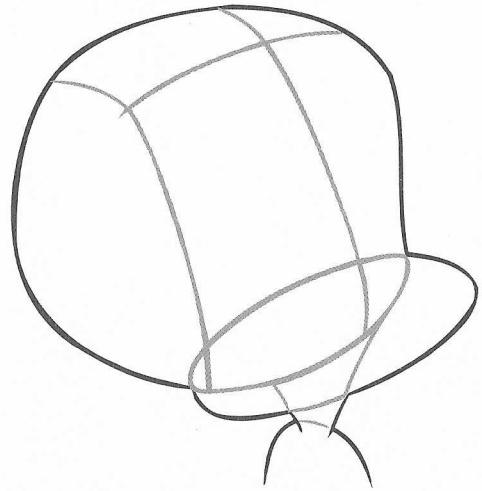
Tweety's dome-shaped head shows he's no bird brain – all those bright ideas for foiling Sylvester have to come from somewhere!

Look at the makeup of Tweety's head. There are only two shapes here: the squared-off sphere of the basic head, and the oval that makes up the cheeks. This should be one of the easier heads to draw!



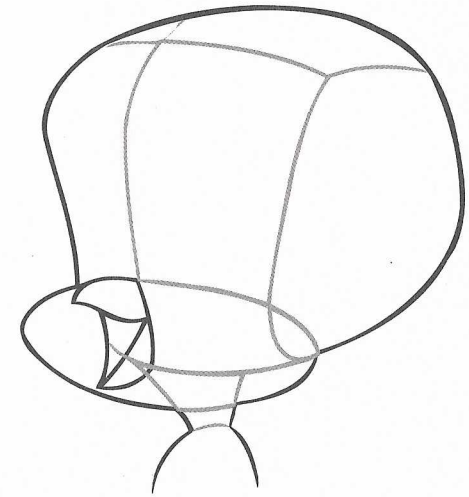
1

Tweety's huge eyes are what make him look so innocent. Lengthwise, they take up almost the whole area between his cheeks and his eyebrows.



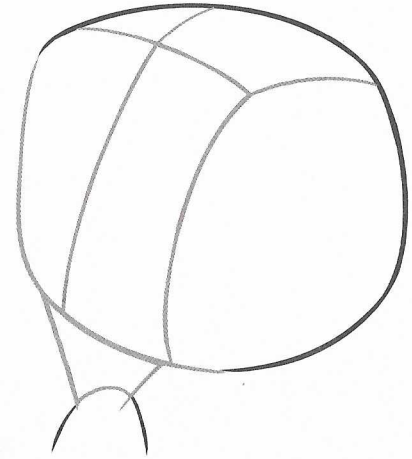
3

First add the beak. See how the top part of the beak lines up with the top part of the cheek oval and the cheek curves around the nearer side.



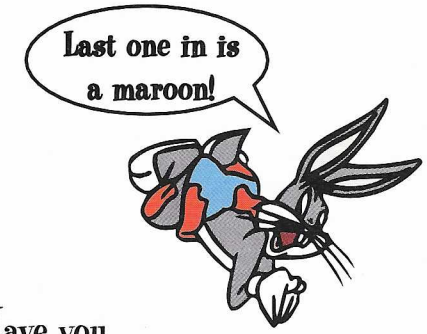
2

Okay! Now draw the eyes on this picture, then add brows. When you're ready, add the tongue and hair. There are only three hairs, with the longest at the front.



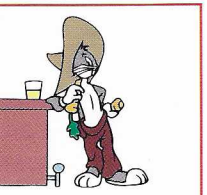
4

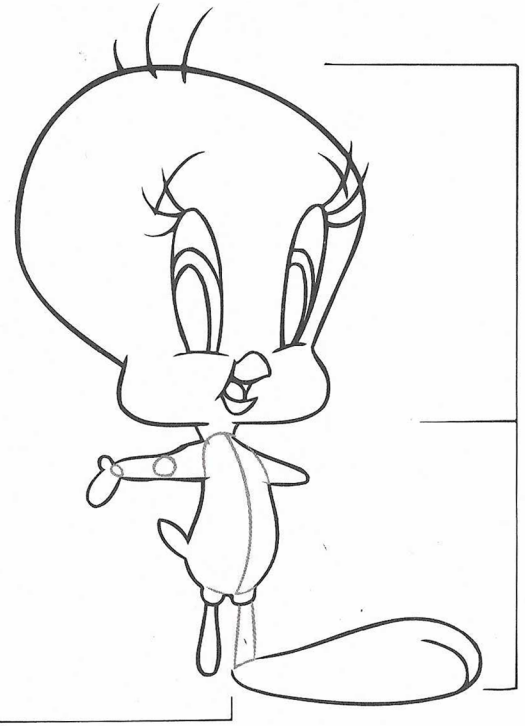
Look back over what you already learned and build up Tweety's head from this basic shape, starting with the cheeks.



Have you ever seen a bird as yellow as this one? I don't think so!

Tweety's body and arms are real small. Make sure you use the oval shapes to make up his arms. Be sure to get his joints in the right place!





1

Start by drawing in Tweety's missing arm and hand. Make sure you draw a big enough foot – remember, Tweety's feet are as long as his body.

3

Look at this running pose and try to figure out what position his back arm should be in. If you're not sure, do the pose yourself!

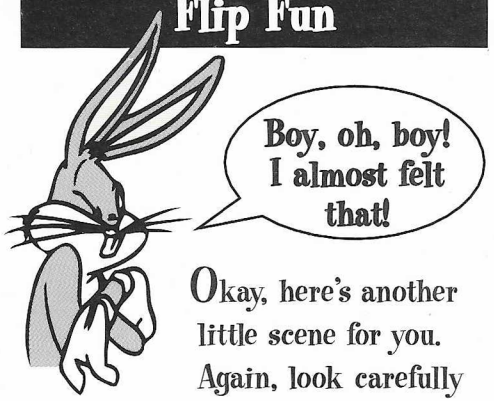
2

Don't worry that Tweety has his back to us; his feet still stay in the same position. His eye is missing here as well, so don't forget to put it in!

4

Let's finish with a jump for joy! Draw in Tweety's missing legs and arms, then practice the eyes again.

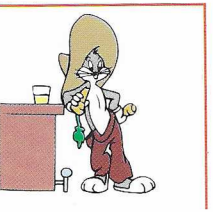
Flip Fun



Okay, here's another little scene for you. Again, look carefully at the characters and how much their expressions and attitudes change through a single action.

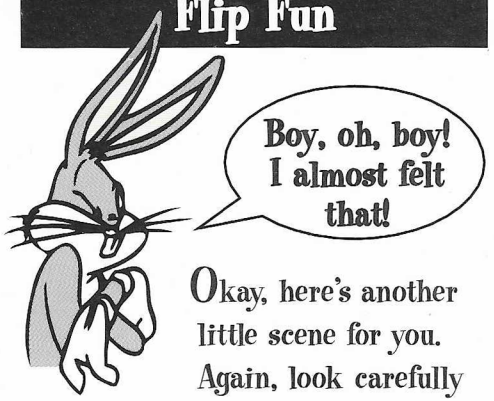
Look at the tracing paper. How do we know Tweety flew out from behind the curtain? You got it – movement lines. Look at the difference between these two drawings:

Now over to you! With your felt-tip pens, why don't you color in both of the scenes?



Flip the tracing paper back and forth and you have a little piece of animation!

Flip Fun



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Look at the tracing paper. How do we know Tweety flew out from behind the curtain? You got it – movement lines. Look at the difference between these two drawings:

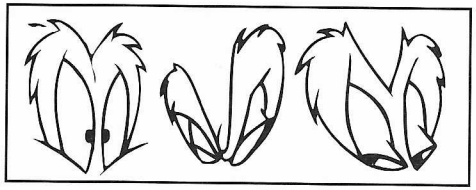
Now over to you! With your felt-tip pens, why don't you color in both of the scenes?

Flip the tracing paper back and forth and you have a little piece of animation!

Yosemite Sam

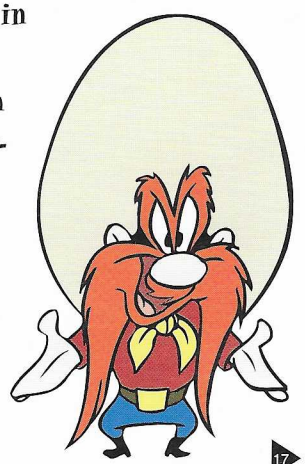
Howdy, pardner!

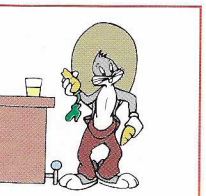
Yup, we're heading West to take a look at Bugs's old foe, Yosemite Sam. This guy's pretty crazy, with a temper as fiery as his beard!

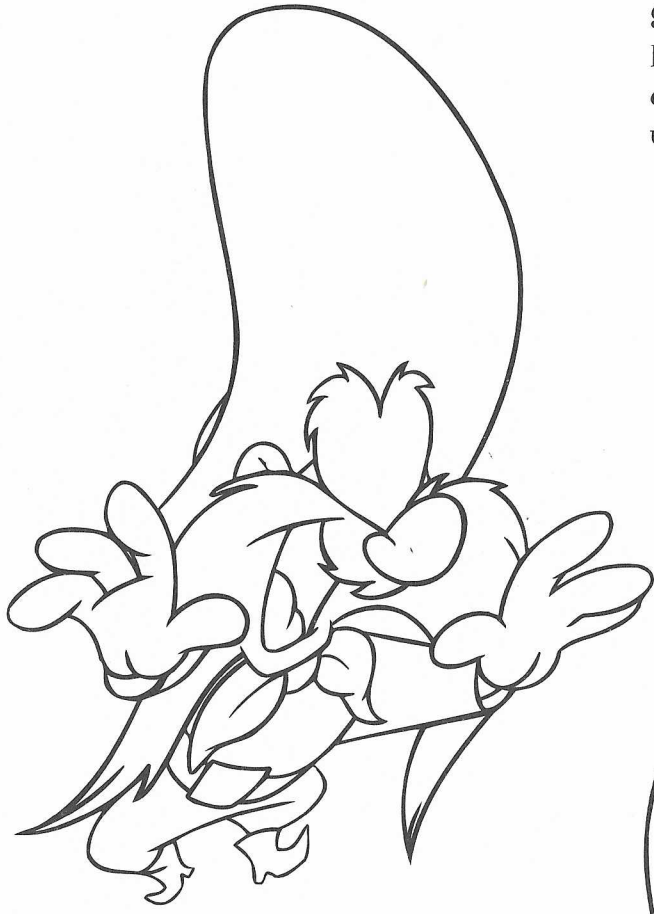


Now it's your turn to make the varmint-hunting wild man mad...or delighted...or sly! Look at the poses on the opposite page, then decide which eyes best match each one.

When you've done those in pencil, go over them in black. When dry, color him with your felt-tip pens.

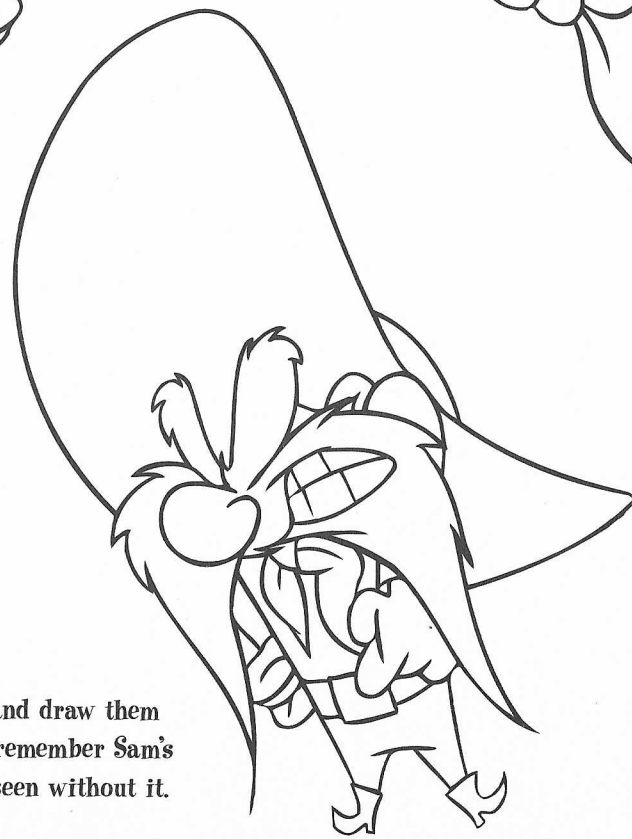






Delighted!
Delighted eyes are similar to surprised eyes, so make sure you check the position of the pupils.

Sly!
Look for the eyes with the lids almost closed. Lowered eyelids can also be used for tired, bashful, or shady eyes.

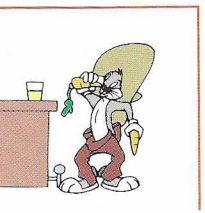


Angry!
Find the angry, screwed-up eyes and draw them in. When you are ready to color, remember Sam's black outlaw mask – he's never seen without it.

You want to draw rootin' tootin' Sam's head? Okay, look at the line drawing below.

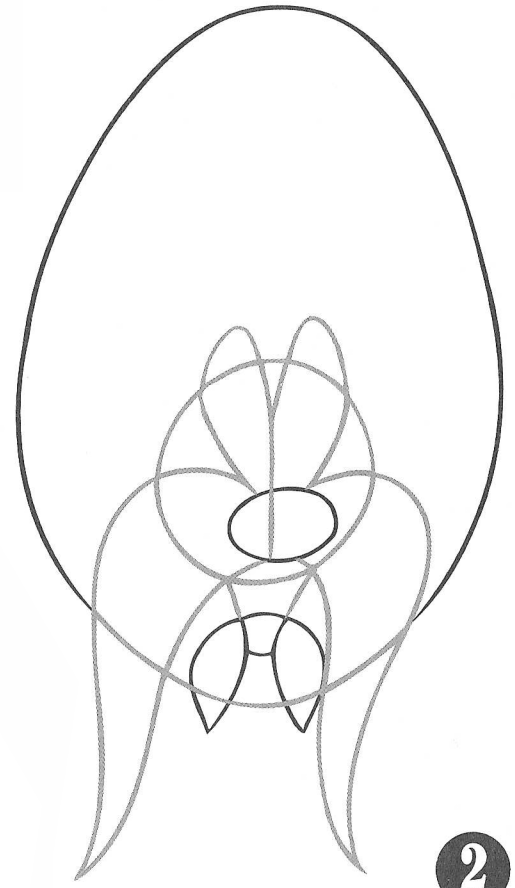
Sam's basic head shape is a circle. Simple so far! The nose oval starts in the middle of the circle and sits in its lower half.

That ten-gallon hat of his is a huge oval that completely surrounds both shapes. Over to you!



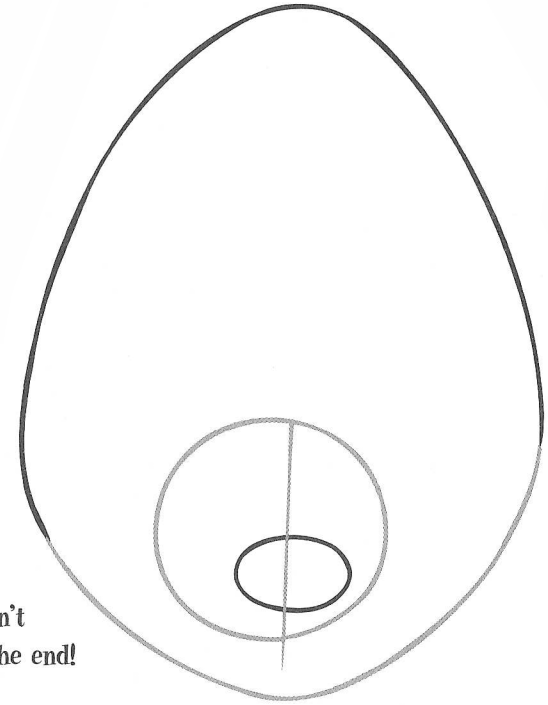
1

Start by using what you learned on the previous page and draw in Sam's eyes.



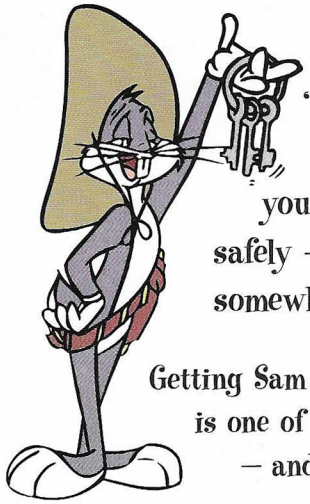
2

Here are the basic shapes. Draw in Sam's ears, eyes, and mouth, then add the eyebrows and whisker texture on the moustache.



3

Practice drawing all the parts you just learned, starting with the eye shapes. Don't forget to add Sam's little neckerchief at the end!

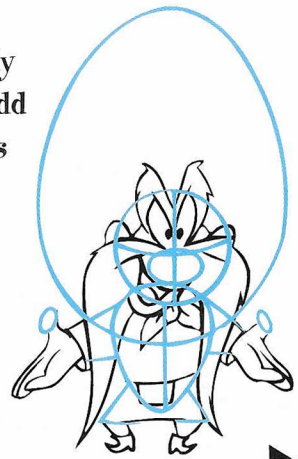


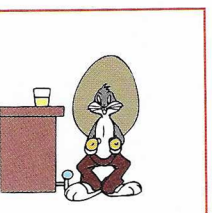
"Hey, Sam! That gold you hid away safely – I hid it somewhere safer!"

Getting Sam all worked up is one of Bugs's hobbies – and it's so easy!

If you look at Sam's body, you'll see that his proportions are, well, interesting. See how small his legs and feet are compared to the rest of his body.

Draw his body shape, then add the clothes, as you did with Elmer Fudd.



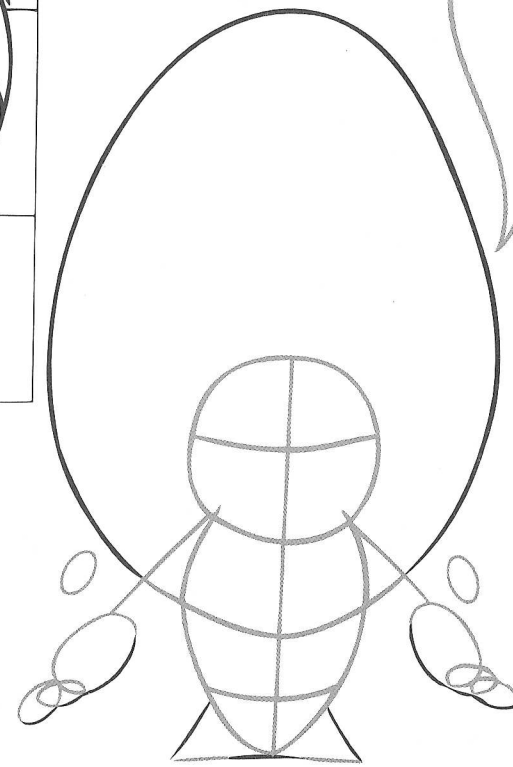


1

Look at Sam's height – he's 3 heads high, without his hat. Add in his missing parts. Don't forget his big-buckled belt.

2

Here, if you make sure you get the body oval in the right place, you'll be able to complete the legs, no problem.

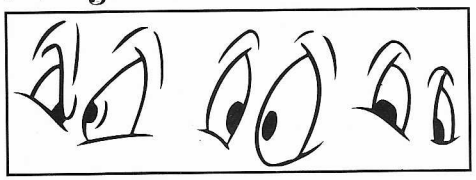


3

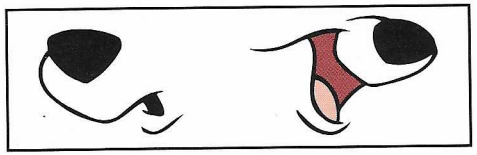
Here you have the basic body shapes to help you finish the limbs. When you've completed the body, draw in the facial features, then add the clothes.

Speedy Gonzales

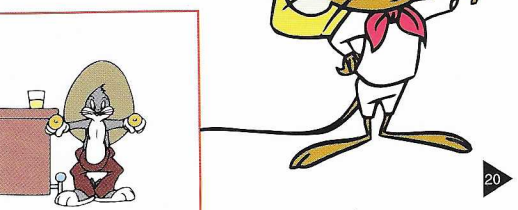
Let's take a trip down Mexico way to meet Speedy Gonzales. He runs around like a tornado the whole time, but he never gets tired.



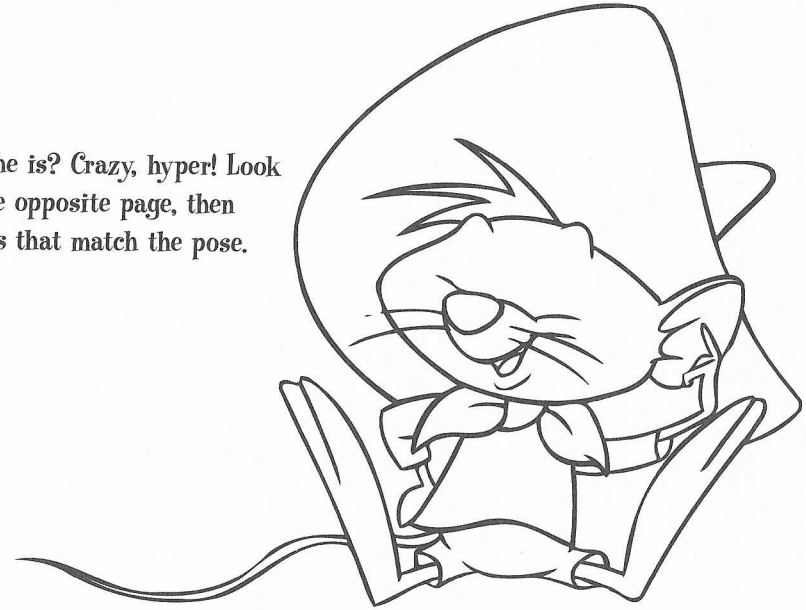
Use your pencil to copy these eyes onto the poses opposite.



Speedy's often laughing, so that mouth of his is usually open! Copy these onto the pictures opposite, using the nose position to guide you.



Crazy!
You know what he is? Crazy, hyper! Look at the eyes on the opposite page, then pencil in the ones that match the pose.



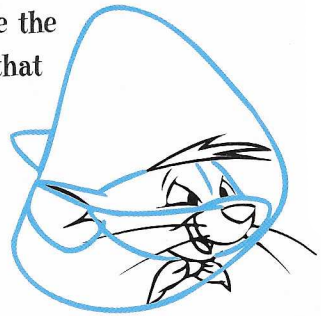
Surprise!
Remember that surprised eyes are wide eyes. Finish by drawing in the mouth you think matches.

Happy!
Look at how his hat, hair, neckerchief, and tail are all sweeping backward to make him look as if he's running real fast.

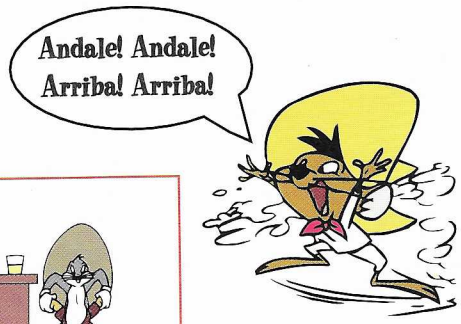
Eh, hola, amigos!

Phew! You can get tired just watching the little guy! No wonder Sylvester and Daffy ain't ever caught up!

Let's take a look at that smart head of his. The basic ovals are head, cheeks, and snout. Then you have the huge oval of that Mexican hat surrounding the whole head.



As before, fill in the missing parts. Use your pencil first, then go over your work with black.



1

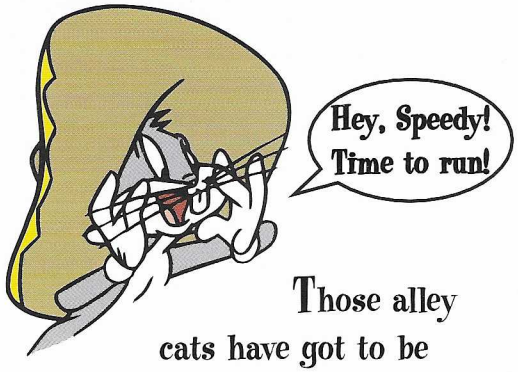
Practice drawing Speedy's eyes again, Using the picture on the left-hand panel.

2

Here, you'll need to put in the eyes, nose, whiskers, ear – nearly everything, in fact!

3

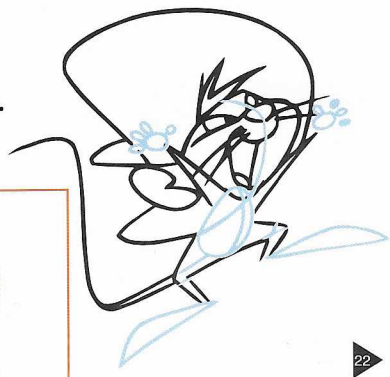
Okay, start by drawing in the cheeks, then the nose and eyes. Add the hair and ear, then all that's left is the peak on Speedy's sombrero! No problema!

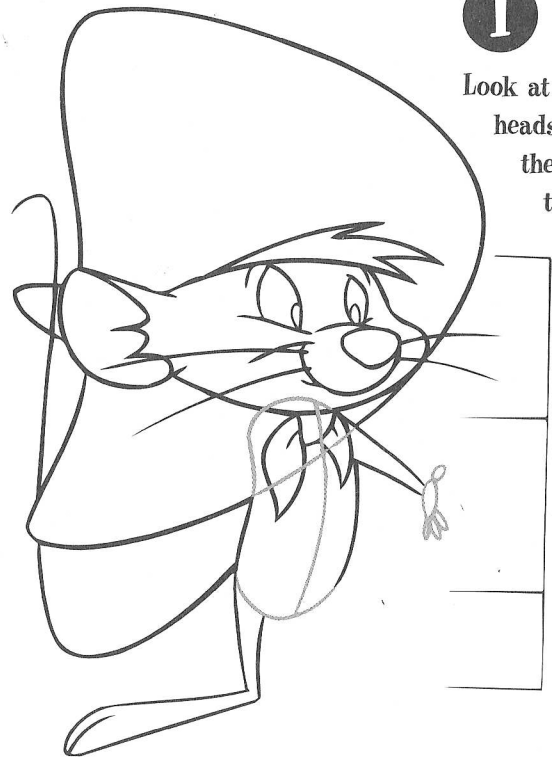


Those alley cats have got to be faster than that to outrun this little mouse! Look at him go!

We need not have worried. Speedy is the fastest mouse in all of Mexico!

Look at the line drawing of his little body below. Study the shapes that make him up, then try adding in the missing parts opposite.





1

Look at Speedy's proportions. He's $2\frac{1}{2}$ heads high and his head width is the same as his body height, and that's without the hat!

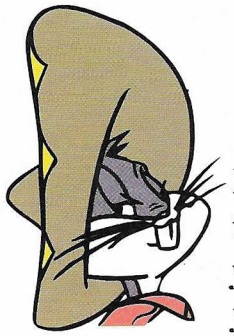
2

Here you can see that Speedy's arms are stretched out and up, so keep them straight, now!

3

Okay, amigos, you're nearly done! First the eyes, then the big sombrero, but remember that we can't see the peak from this angle. Then, add the rest!

Flip Fun

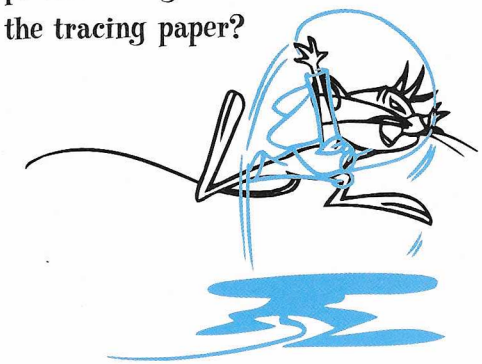


On your marks, get set...andale!

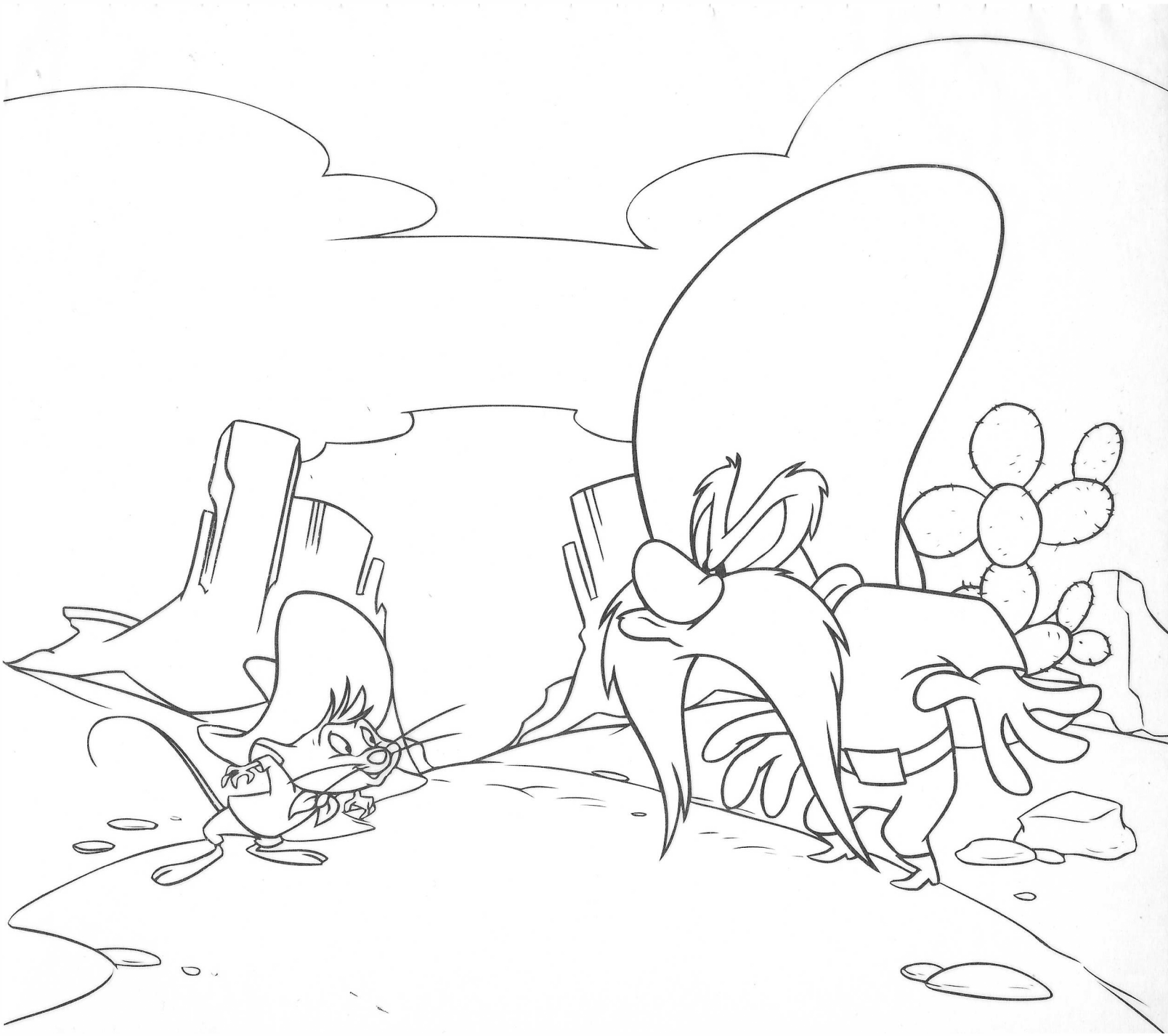
Let's take a look at these pictures before you go over what you just learned.

The two are sizing each other up, but see the difference in their characters: Speedy's eyebrows are up and he has a little smile on his face. He's also leaning forward – getting ready to run! Sam, on the other hand, is a little cross: he's frowning and pursing his lips.

How does the bottom picture change from the tracing paper?



Why don't you liven up the characters with your felt-tip pens by coloring them in?



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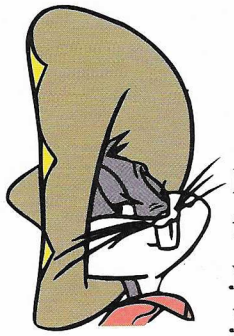

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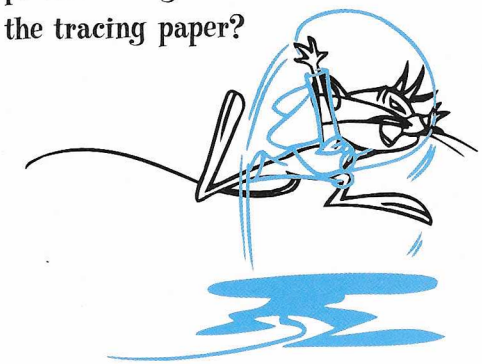

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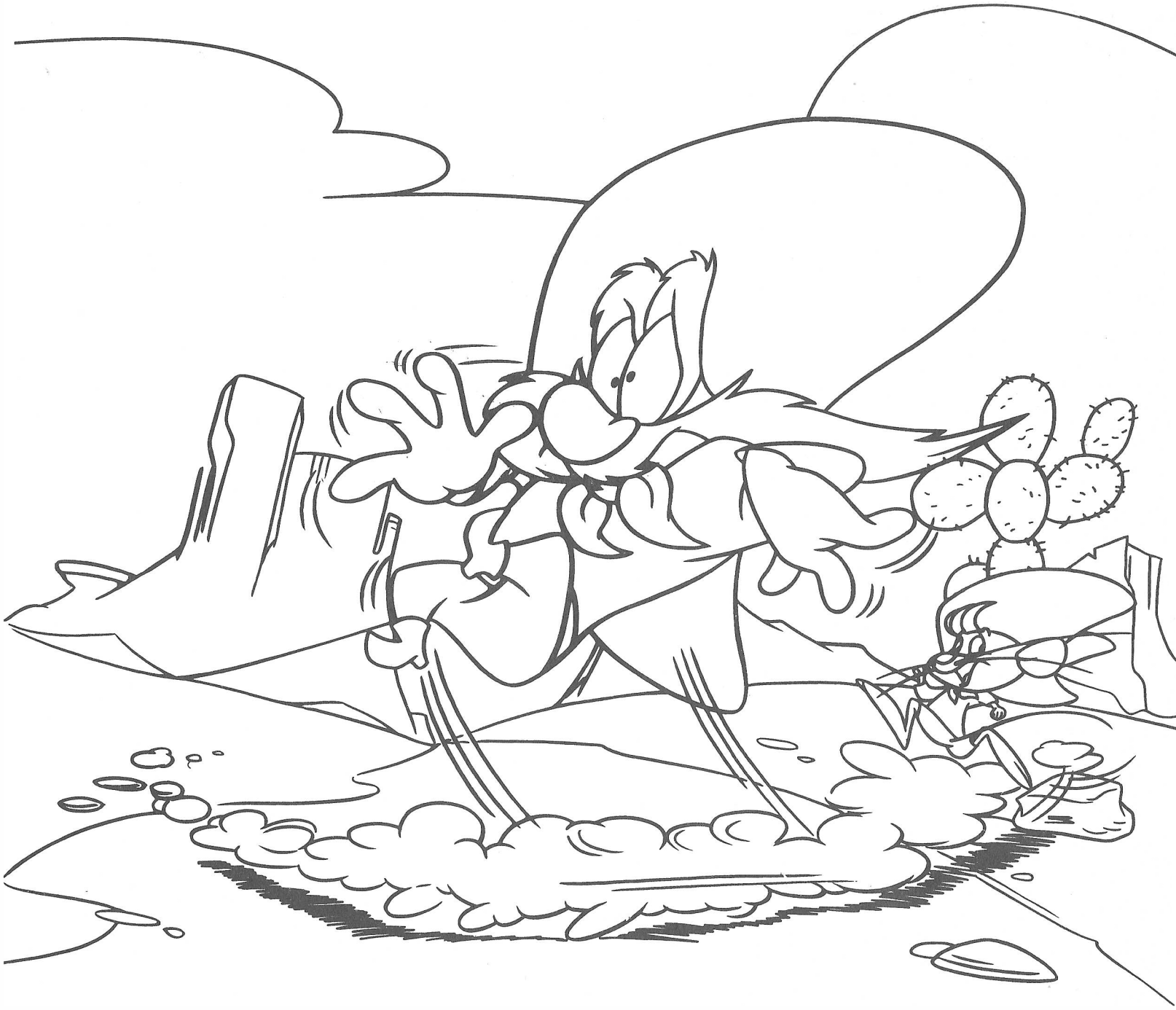
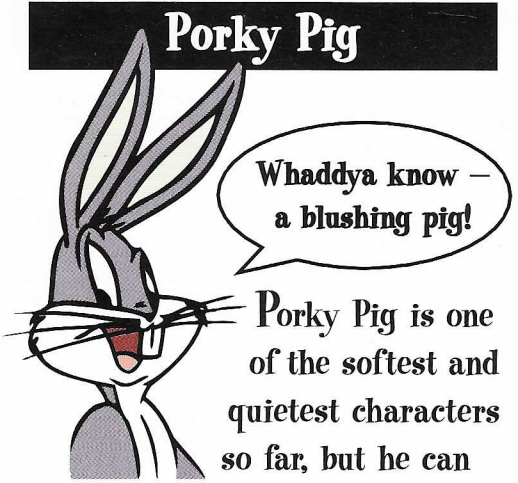
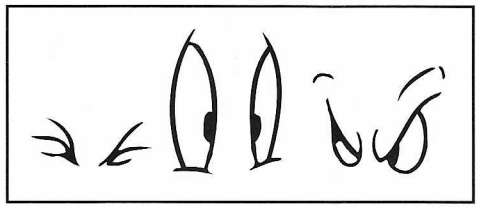


Porky Pig



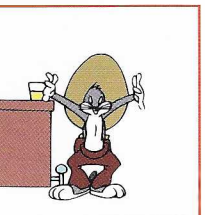
Porky Pig is one of the softest and quietest characters so far, but he can still get mad – especially if Daffy Duck is around!

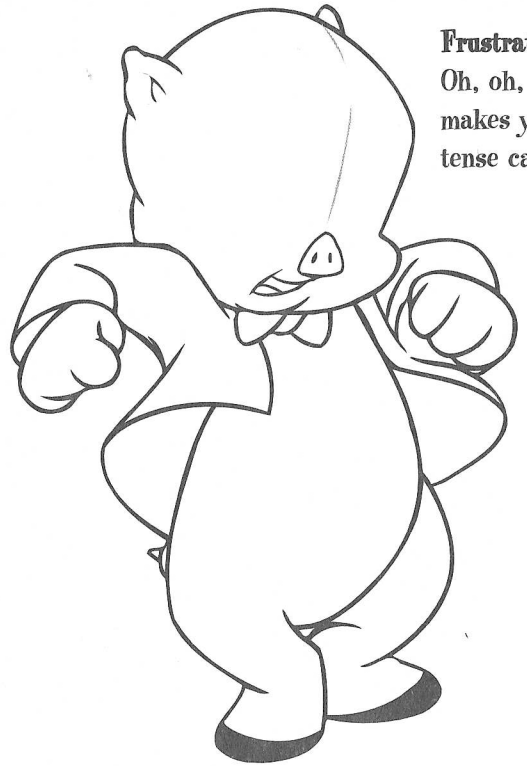


Take a look at how his eyes change through different expressions.

Over to you again! Fill in Porky's missing eyes, copying from those shown above.

Here, you could try color blending by adding a little red to those pink cheeks on the angry pose.

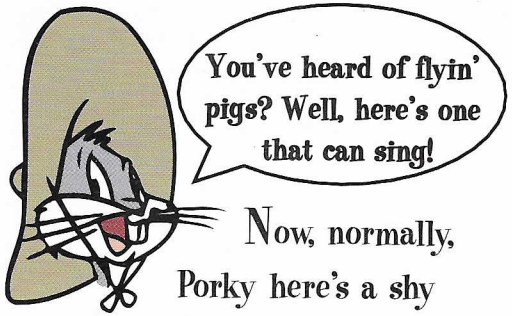




Frustrated!
Oh, oh, Porky looks real wound up here! It makes you tense just looking at him! How tense can eyes get? Yep, all screwed up!

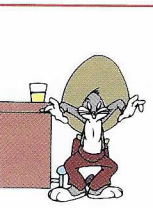
Angry!
Old Porky's still looking cross! Even his tail looks stressed out! He's calmed down a little, but there's a frown still lurking on that piggy face.

Surprised!
Here's the Porky we all know and love! Look at the "O" shape of his mouth. Find the wide-eyed look on the opposite page, then pencil it in.



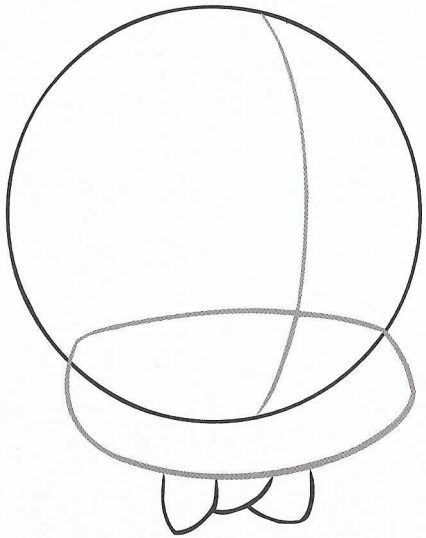
Now, normally, Porky here's a shy guy, but when he sings, he's a different pig!

Okay, let's take a look at this guy's head. It looks similar to Elmer's in shape, but is even rounder. Look carefully at the line drawing here to see the three basic shapes: a circle for the head, an oval for the cheeks, and triangles for the nose and ears.



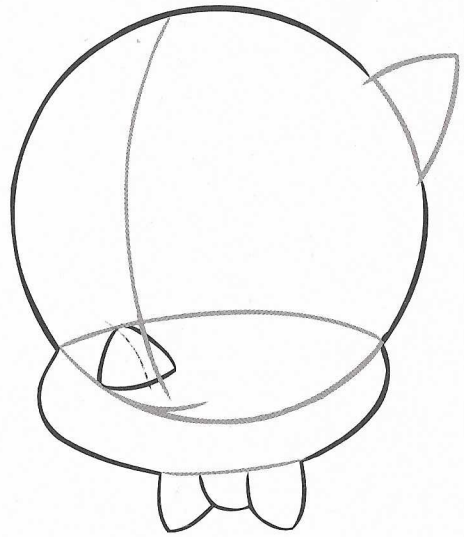
1

Maybe he and Bugs should sing together. What a duo! Practice what you learned on the last page and pencil in Porky's eyes.



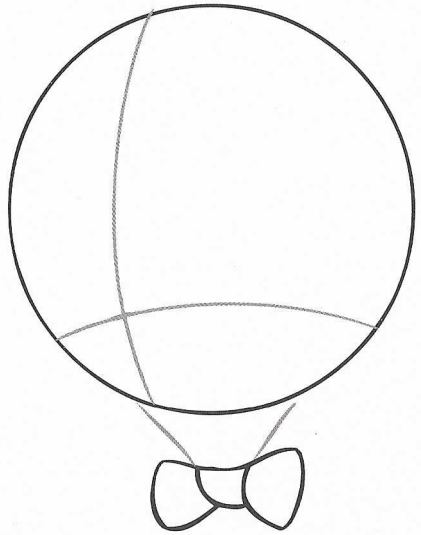
3

Draw the nose in first, then add the mouth, eyes, and eyebrows, and finish by adding the ear. Remember we can only see one ear from this angle!



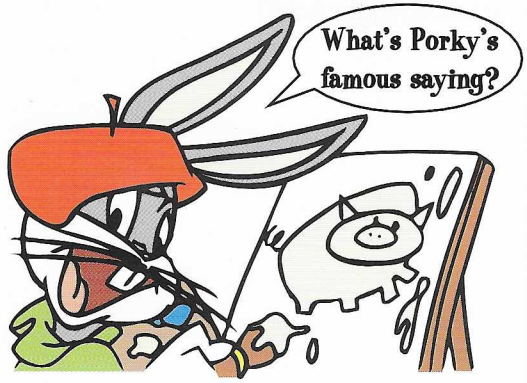
2

These are the basic head, cheek, and nose shapes that you can see on the page opposite. Porky is the only character in this book whose head is based on a true circle.

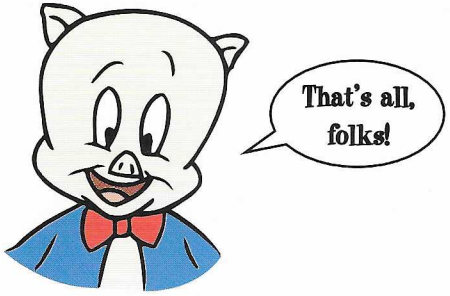


4

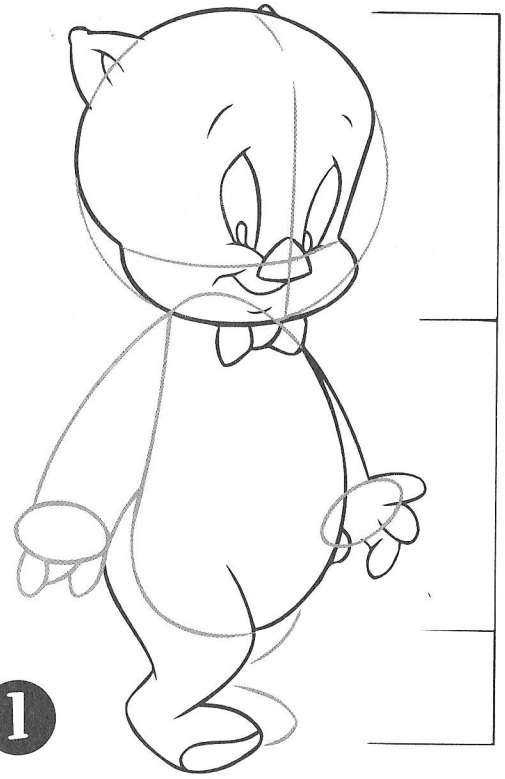
Now you're on your own! Draw in the cheeks first – that should give you a good guide for the rest of the parts.



"Whaddya, mean you don't remember? How could you forget?"



Let's get that pencil working again! Take a look at his body shapes: He has a pear-shaped body and short, chubby legs. Fill in the missing parts of the pictures opposite.



1

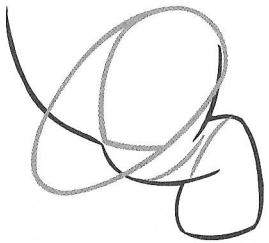
Porky here's about $2\frac{1}{2}$ heads high. Be careful when you draw the foot in – usually only the balls of his feet touch the ground.

2

Try this running pose!

3

Now add Porky's body to this pose. Next pencil in the parts that are missing from the limbs, using the lines that are already there to guide you.



4

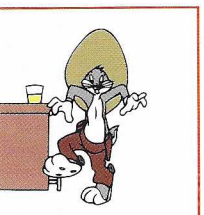
Time to practice everything you learned so far! Take it slow and do it in pencil first.

Pepe Le Pew

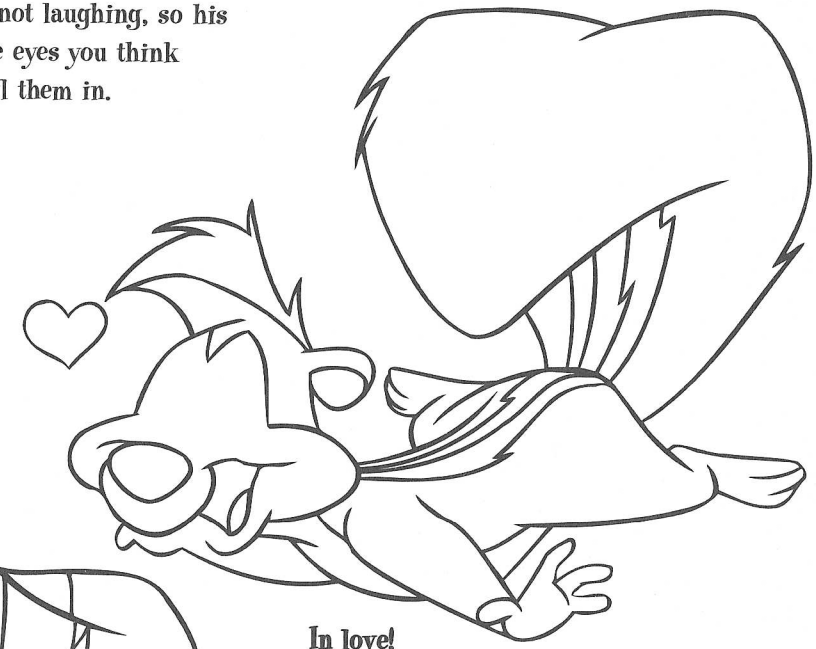
...he can empty a whole building before you can say "l'amour!"

Here's another example of how heavy eyelids can be used for expressions other than tiredness.

Fill in the missing parts on the pictures opposite, then use your pens. There's a lot of black on Pepe, so don't smudge now!

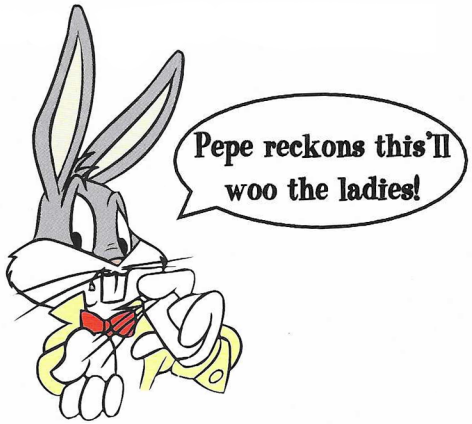


Happy!
He's smiling, as usual, but not laughing, so his eyes are still open. Find the eyes you think match this pose, then pencil them in.



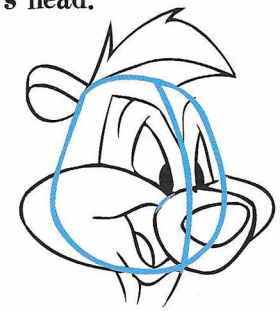
In love!
Pupils can sometimes be drawn in different shapes, such as dollar signs for a greedy expression. Which eyes match here?

Suave!
Who could resist this guy? He's such a smooth talker! Pencil in the sultry eyes that will complete this expression. Now you can go on to use your pens!



C'mon Bugs, the only scents you should get is common "scents!"

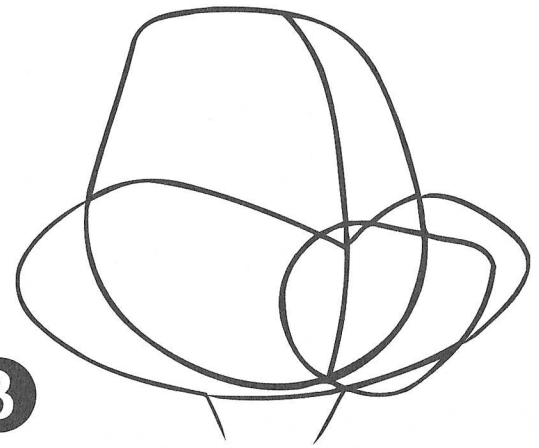
Okay, try Pepe's head. Look at the basic shapes that make up his head, cheeks, and snout.



Now see if you can complete the drawing stages opposite with your pencil, using the picture above to help you.

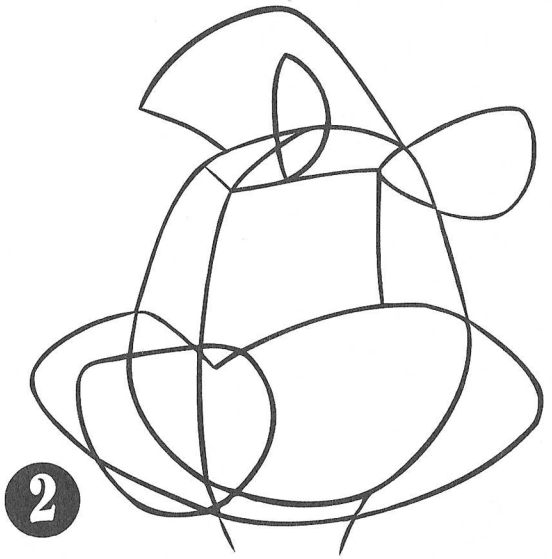
1

You hardly ever see this guy without a smile on his face! Pencil in some happy eyes, looking back at the previous page if you need to.



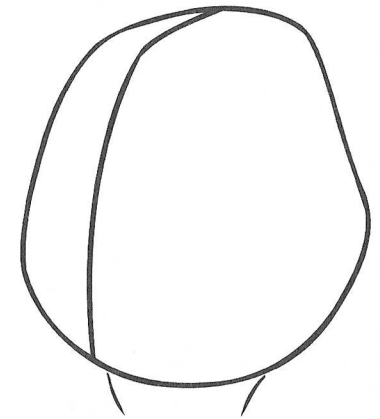
3

Here we just have the head, cheeks, and snout. Before you draw in the eyes and brows, put in the line that marks the white part of Pepe's face. Then add the rest.



2

Finished? You're getting good at this now! Practice drawing in the eyes again, then add the eyebrows. Go on to pencil in the nose and mouth and hair.

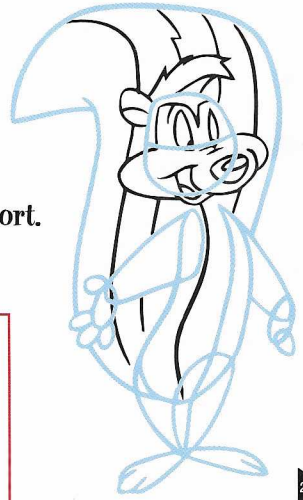


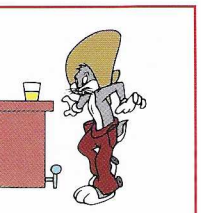
4

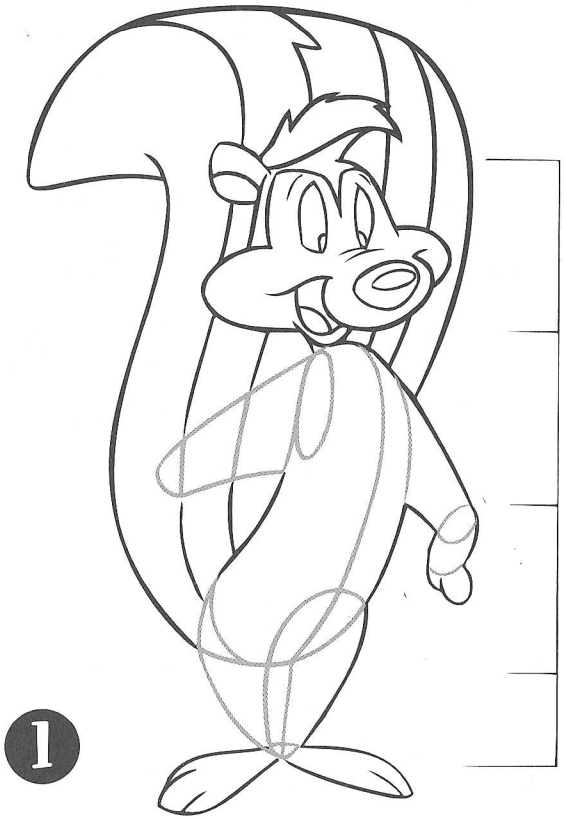
Look at the line drawing opposite to see how the cheeks and snout lie with the basic head shape. Then you're ready to practice everything you learned!

Maybe Bugs just doesn't have Pepe's magic touch!

Let's look at Pepe's body. He has a pretty long, sausage-shaped body, but the limbs are quite short.





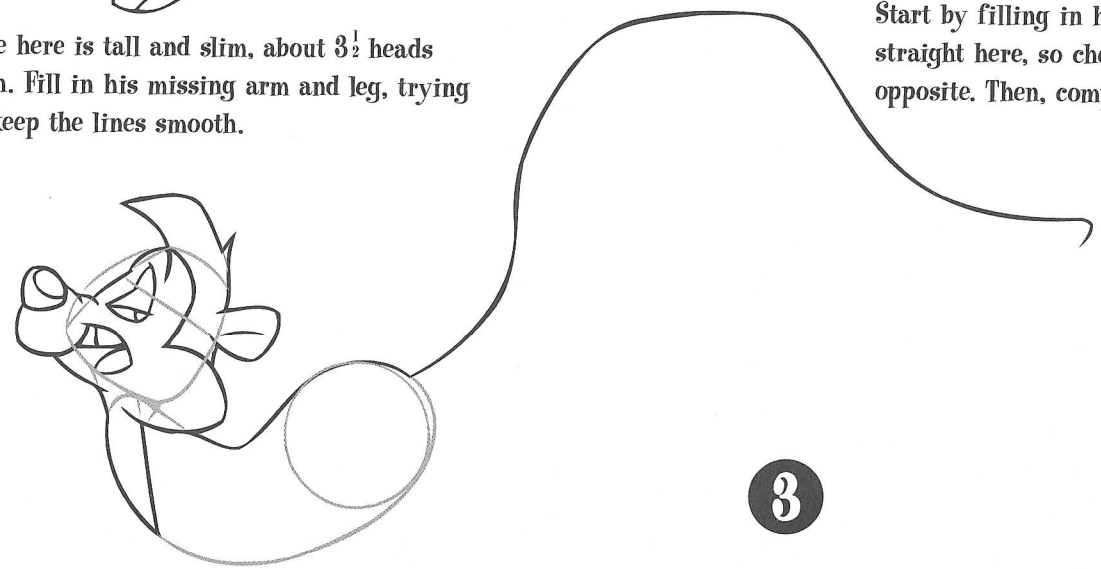


1

Pepe here is tall and slim, about $3\frac{1}{2}$ heads high. Fill in his missing arm and leg, trying to keep the lines smooth.

2

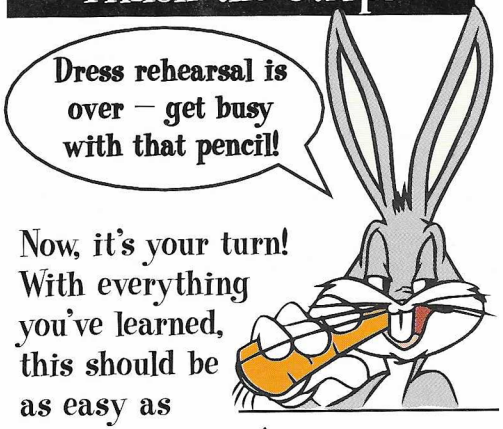
Start by filling in his missing arm; it's completely straight here, so check the shape on the drawing opposite. Then, complete both his legs and the tail.



3

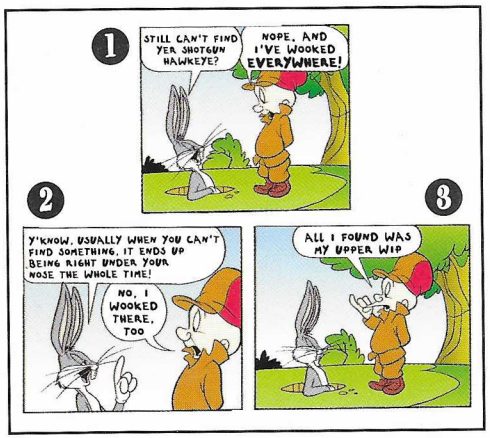
Try completing this pose of Pepe, using what's there as a guide. How do we know that Pepe smells? Add some "whiff" clouds to his tail and see what happens!

Finish the Strips



Now, it's your turn! With everything you've learned, this should be as easy as eating carrot pie!

The next three pages show some hilarious cartoon strips for you to finish. We've left out the characters from each frame, so that you can draw them in.

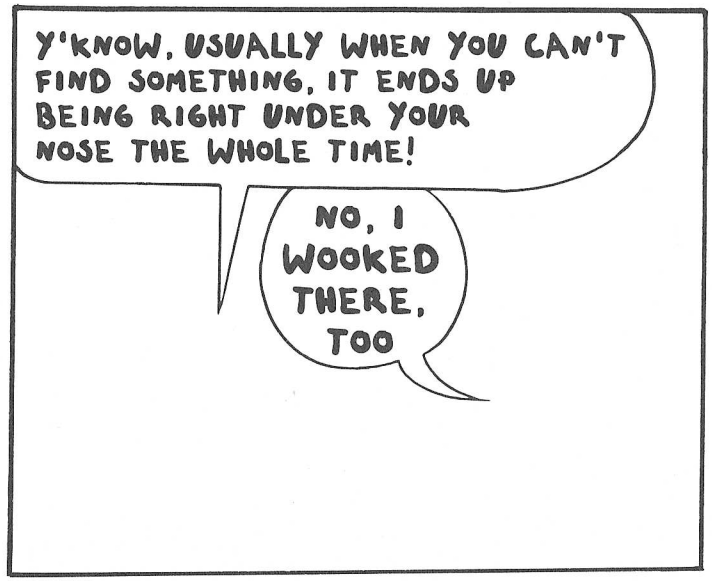

1
STILL CAN'T FIND YER SHOTGUN HAWKEYE?
NOPE. AND I'VE WOOKED EVERYWHERE!
2
Y'KNOW, USUALLY WHEN YOU CAN'T FIND SOMETHING, IT ENDS UP BEING RIGHT UNDER YOUR NOSE THE WHOLE TIME!
NO, I WOOKED THERE, TOO
3
ALL I FOUND WAS MY UPPER WIP

Use the strips above to help you. If you're really good, you could try covering them over! Why don't you try to think of a different ending to the joke and draw that in instead?

1

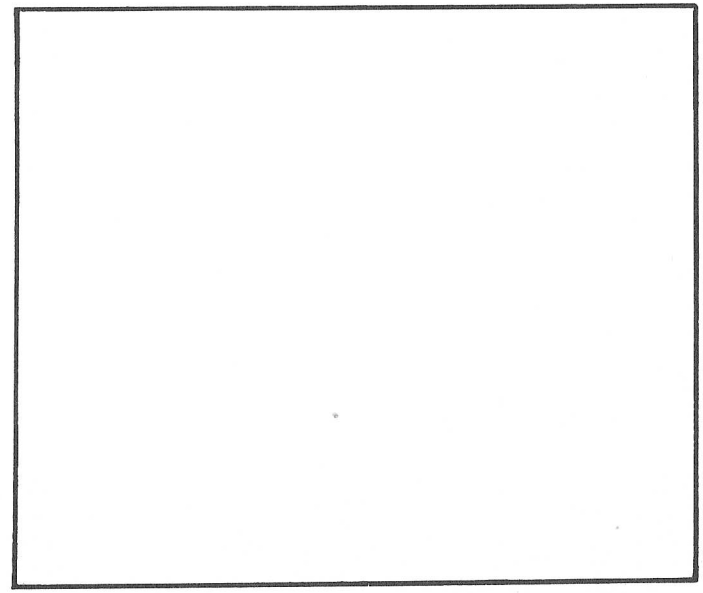
Bugs should be shown only half-drawn here 'cos he's half in, half out of his rabbit hole. Elmer, on the right, has his hands behind his back and is replying to Bugs.

2



Again, we can only see half of Bugs. His finger is raised as if he's just come up with a bright idea. Elmer looks a bit surprised at Bugs's obviously stupid suggestion.

3



Here, Bugs is glancing sideways at the reader. Elmer is pulling his upper lip forward to show Bugs that there's nothing there. Perhaps you can think of a funnier ending.

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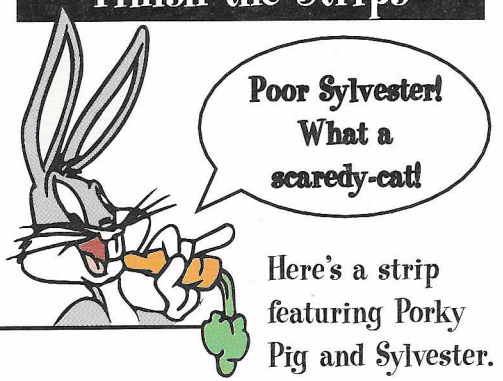
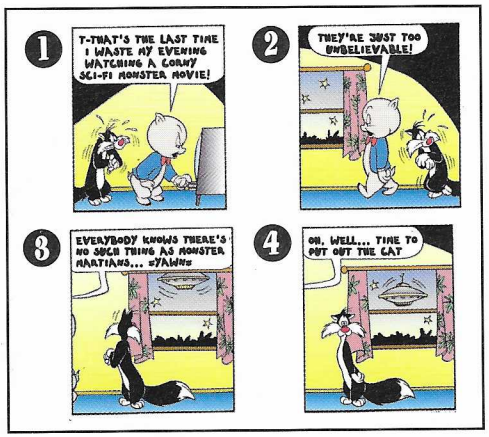
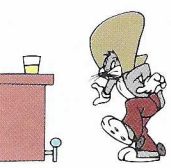
Finish the Strips



Here's a strip featuring Porky Pig and Sylvester. As we said before, we've left in the backgrounds opposite. You'll need to add in the characters.


1
T-THAT'S THE LAST TIME I WASTE MY EVENING WATCHING A CORNY SCI-FI MONSTER MOVIE!
2
THEY'RE JUST TOO UNBELIEVABLE!
3
EVERYBODY KNOWS THERE'S NO SUCH THING AS MONSTER MARTIANS... *YAWN*
4
OH, WELL... TIME TO PUT OUT THE CAT

The instructions under each frame will help you to draw in the characters if you don't want to copy them straight from above. Try to fill in the frames without looking at the original strip.



See if you can create a funnier ending for the last frame we've left blank.

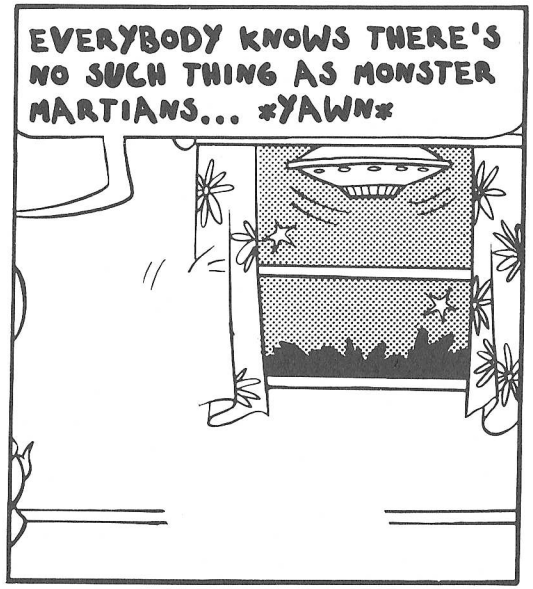
1

Here, Porky is turning off the television, looking slightly cross. Sylvester is shaking behind him with a look of dread!

2

Still looking a bit cross, Porky is now on the left, marching Sylvester to the door. Sylvester, still trembling, is following.

3



Now, we can only just see Porky's tail. Sylvester has spotted something outside the window, so we can't see his face.

4

We can't see Porky at all here. Sylvester's alone with his thoughts about what's outside – he looks quite dumbfounded!

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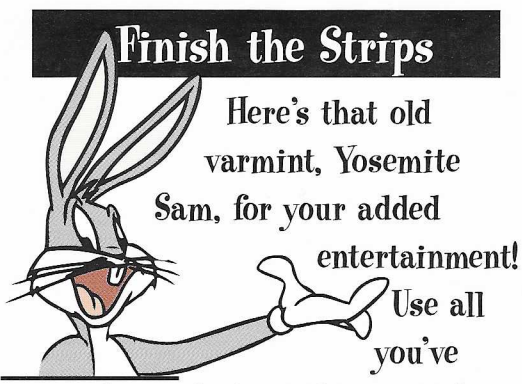
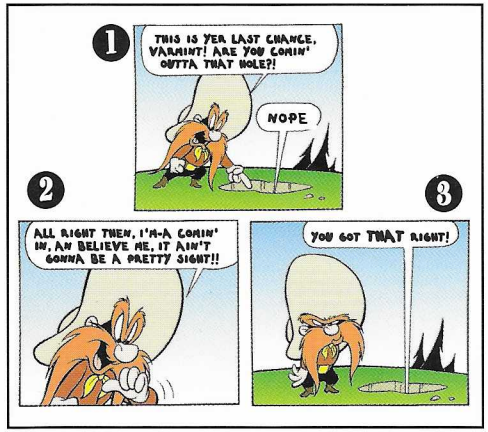
Finish the Strips



Here's that old varmint, Yosemite Sam, for your added entertainment! Use all you've learned about this rootin' tootin' cowboy to finish the strip.


1
THIS IS YER LAST CHANCE, VARMINT! ARE YOU COMIN' OUTTA THAT HOLE?!
NOPE
2
ALL RIGHT THEN, I'M-A COMIN' IN, AN BELIEVE ME, IT AIN'T GONNA BE A PRETTY SIGHT!!
3
YOU GOT THAT RIGHT!

What's this old loudmouth up to, now? Annoying Bugs Bunny by the looks of it! He just walks right in to being the butt of most jokes!

See if you can add him into the strip cartoon without looking at the color one here.

You could always refer back to the Head and Body Construction pages to help you.

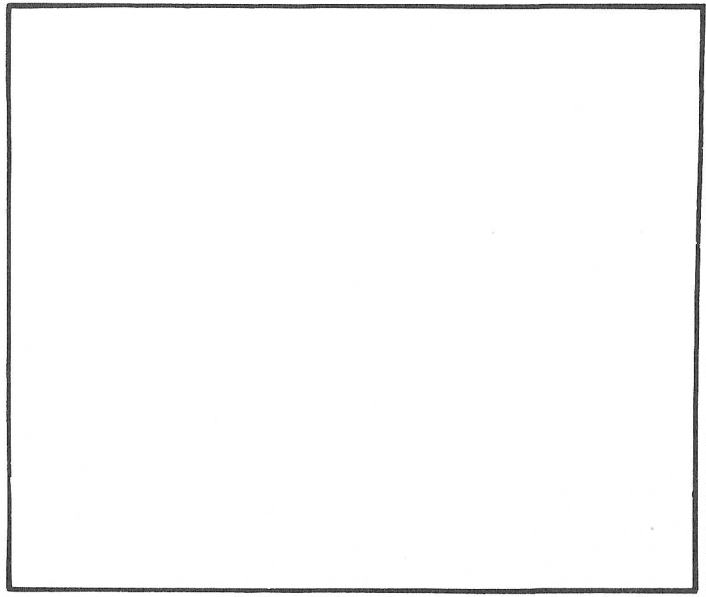
1

We can't see Bugs in this frame – he's not in any of the frames! We can tell from Sam's expression and the one clenched fist that he's looking pretty forceful.

2

We can only see the upper part of Sam's body here. Now he's looking quite confident. His mouth is open and he is gesturing to himself with his thumb.

3



Poor Sam's looking very disgruntled in this frame and maybe a little bemused at Bugs's comment. We still can't see Bugs! Can you finish the joke with something else?

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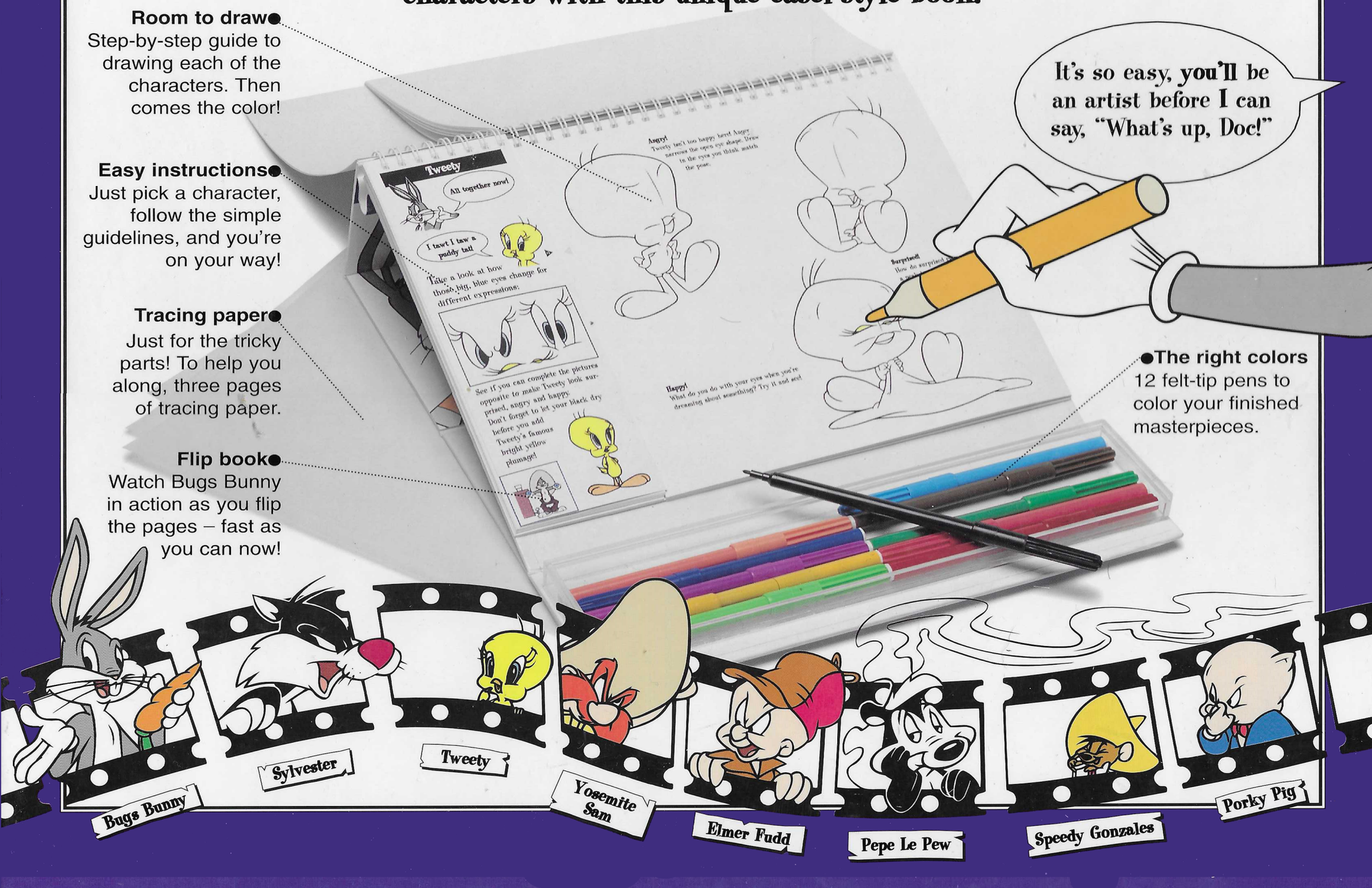
Just for the tricky parts! To help you along, three pages of tracing paper.

Flip book●
Watch Bugs Bunny in action as you flip the pages – fast as you can now!


Tweety
All together now!
I tawt I taw a puddy tat!
Take a look at how those big, blue eyes change for different expressions.
See if you can complete the pictures opposite to make Tweety look surprised, angry and happy. Don't forget to let your black dry before you add Tweety's famous bright yellow plumage!
Angry!
Tweety isn't too happy here! Angry narrow the open eye shape. Draw in the eyes you think match the pose.
Happy!
What do you do with your eyes when you're dreaming about something? Try it and see!
It's so easy, you'll be an artist before I can say, "What's up, Doc!"
Bugs Bunny
Sylvester
Tweety
Yosemite Sam
Elmer Fudd
Pepe Le Pew
Speedy Gonzales
Porky Pig

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